


Portrait	Identity	Player Information	300 Points
	Name: <b>Rhett Foulk</b>	Player: <b>Besitzer</b>	Attributes: <b>165</b>
	Title: _____	Campaign: _____	Advantages: <b>108</b>
	Religion: _____	Created On: <b>15.03.2009</b>	Disadvantages: <b>-54</b>
Description			
Race: <b>Dwarf</b>	Height: <b>4' 1"</b>	Hair: <b>Brown, Straight, Long</b>	Quirks: <b>-5</b>
Gender: <b>Male</b>	Weight: <b>260 lb</b>	Eyes: <b>Grey</b>	Skills: <b>39</b>
Age: <b>28</b>	Size: <b>+ 0</b>	Skin: <b>Dark Brown</b>	Spells: <b>27</b>
Birthday: <b>November 19</b>	TL: <b>3</b>	Hand: <b>Right</b>	Race: <b>20</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>13</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>12</b>	None (0) 45 lb 5 11	- Eye -9 0	Basic FP: <b>16</b>
Intelligence (IQ): <b>14</b>	Light (1) 90 lb 4 10	3-4 Skull -7 7	Tired: <b>5</b>
Health (HT): <b>13</b>	• Medium (2) 135 lb 3 9	5 Face -5 1	Collapse: <b>0</b>
Will: <b>14</b>	Heavy (3) 270 lb 2 8	6-7 R. Leg -2 5	Unconscious: <b>-16</b>
Fright Check: <b>16</b>	X-Heavy (4) 450 lb 1 7	8 R. Arm -2 5	Current HP: _____
Basic Speed: <b>6</b>	Lifting & Moving Things	9-10 Torso 0 5	Basic HP: <b>13</b>
Basic Move: <b>5</b>	Basic Lift: 45 lb	11 Groin -3 5	Reeling: <b>4</b>
Perception: <b>14</b>	One-Handed Lift: 90 lb	12 L. Arm -2 5	Collapse: <b>0</b>
Vision: <b>14</b>	Two-Handed Lift: 360 lb	13-14 L. Leg -2 5	Check #1: <b>-13</b>
Hearing: <b>14</b>	Shove & Knock Over: 540 lb	15 Hand -4 5	Check #2: <b>-26</b>
Taste & Smell: <b>14</b>	Running Shove & Knock Over: 1.080 lb	16 Foot -4 3	Check #3: <b>-39</b>
Touch: <b>14</b>	Carry On Back: 675 lb	17-18 Neck -5 5	Check #4: <b>-52</b>
thr: <b>1d</b> sw: <b>2d-1</b>	Shift Slightly: 2.250 lb	- Vitals -3 5	Dead: <b>-65</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b>			<b>Axe/Mace</b>	<b>15</b>	<b>DX+2</b>	<b>8</b>	<b>B208</b>
<b>Clerical Investment</b>	<b>5</b>	<b>B43</b>	<b>Climbing</b>	<b>9</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Fearlessness 2</b>	<b>4</b>	<b>B55</b>	<b>Diagnosis/TL3</b>	<b>13</b>	<b>IQ-2</b>	<b>1</b>	<b>B187</b>
<b>Holy Might</b>		<b>DF1:22</b>	<b>Esoteric Medicine (Holy)</b>	<b>15</b>	<b>Per+0</b>	<b>4</b>	<b>B192</b>
Power Modifier (Holy), -10%.			<b>Exorcism</b>	<b>14</b>	<b>Will+0</b>	<b>4</b>	<b>B193</b>
<b>True Faith</b>	<b>23</b>	<b>B94</b>	<b>First Aid/TL3</b>	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>B195</b>
Turning, +65%.			<b>Hidden Lore (Undead)</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B199</b>
<b>Power Investiture 5</b>	<b>50</b>	<b>B77</b>	<b>Hiking</b>	<b>12</b>	<b>HT-1</b>	<b>1</b>	<b>B200</b>
<b>Talent (Healer) 1</b>	<b>10</b>	<b>B90</b>	<b>Meditation</b>	<b>12</b>	<b>Will-2</b>	<b>1</b>	<b>B207</b>
<b>Wealth, Comfortable</b>	<b>10</b>	<b>B25</b>	<b>Occultism</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B212</b>
Starting wealth is twice the average			<b>Public Speaking</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B216</b>
<b>Disadvantages</b>			<b>Religious Ritual (Moradin)</b>	<b>12</b>	<b>IQ-2</b>	<b>1</b>	<b>B217</b>
<b>Congenial</b>	<b>-1</b>	<b>B164</b>	<b>Research/TL3</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B217</b>
<b>Dull</b>	<b>-1</b>	<b>B164</b>	When below TL8				
<b>Honesty</b>	<b>-15</b>	<b>B138</b>	<b>Search</b>	<b>13</b>	<b>Per-1</b>	<b>1</b>	<b>B219</b>
CR: 9 (Fairly Often).			<b>Shield (Shield)</b>	<b>14</b>	<b>DX+2</b>	<b>4</b>	<b>B220</b>
<b>Like Drinking</b>	<b>-1</b>	<b>B164</b>	<b>Sling</b>	<b>12</b>	<b>DX+0</b>	<b>4</b>	<b>B221</b>
<b>Like Food</b>	<b>-1</b>	<b>B164</b>	<b>Surgery/TL3</b>	<b>12</b>	<b>IQ-3</b>	<b>1</b>	<b>B223</b>
<b>Miserliness</b>	<b>-10</b>	<b>B144</b>	<b>Teaching</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B224</b>
CR: 12 (Quite Often).			<b>Theology (Moradin)</b>	<b>12</b>	<b>IQ-2</b>	<b>1</b>	<b>B226</b>
<b>Overconfidence</b>	<b>-7</b>	<b>B148</b>	<b>Writing</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B228</b>
CR: 9 (Fairly Often).							
<b>Responsive</b>	<b>-1</b>	<b>B164</b>					
<b>Sense of Duty</b>	<b>-5</b>	<b>B153</b>					
Friends & Companions							
<b>Truthfulness</b>	<b>-7</b>	<b>B159</b>					
CR: 9 (Fairly Often).							
<b>Vow (No edged Weapons)</b>	<b>-10</b>	<b>B161</b>					
<b>Dwarf</b>	<b>20</b>	<b>DF3:6</b>					
<b>Alcohol Tolerance</b>	<b>1</b>	<b>B100</b>					
<b>Damage Resistance 1</b>	<b>3</b>	<b>B47</b>					
Tough Skin, -40%.							
<b>Decreased Basic Move 1</b>	<b>-5</b>	<b>B16</b>					
<b>Dwarven Gear</b>	<b>1</b>	<b>DF3:6</b>					
<b>Extra Fatigue Points 3</b>	<b>9</b>	<b>B16</b>					
<b>Feature: Armour not interchangeable with that of humans</b>	<b>0</b>						

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Greed</b> CR: 12 (Quite Often).	-15	B137					
<b>Increased Health 1</b>	10	B14					
<b>Lifting ST 2</b>	6	B65					
<b>Night Vision 5</b>	5	B71					
<b>Resistant</b> Poison, +15; +3 to all HT rolls to resist, x0,33.	5	B81					
<b>Stubbornness</b>	-5	B157					
<b>Talent (Pickaxe Pendant) 1</b>	5	DF3:6					
<b>Languages</b>							
<b>Language: Common</b> Spoken (Native), +3; Written (Native), +3.	6	B24					
<b>Language: Dwarvish</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24					

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Armor</b>	<b>Regular</b> Protection	<b>2 per DR</b> Half	<b>1 sec</b> 1 min	17	IQ-2	1	M167
<b>Awaken</b>	<b>Area</b> Healing	<b>1</b> -	<b>1 sec</b> Permanent	17	IQ-2	1	M90
<b>Bravery</b>	<b>Area</b> Mind Control	<b>2</b> -	<b>1 sec</b> 1 hr	17	IQ-2	1	M134
<b>Cleansing</b>	<b>Regular</b> Healing	<b>2 / 4 / 6</b> -	<b>3 sec</b> Permanent	17	IQ-2	1	M94
<b>Flaming Weapon</b> +2 points burn damage from attacks with melee weapon	<b>Regular</b> Fire	<b>4</b> 1	<b>2 sec</b> 1 min	17	IQ-2	1	M75
<b>Great Healing</b>	<b>Regular</b> Healing	<b>20</b> -	<b>1 min</b> Permanent	16	IQ-3	1	M91
<b>Healing Slumber</b>	<b>Regular</b> Healing	<b>6 or 10</b> -	<b>30 sec</b> Up to 8 hrs	17	IQ-2	1	M94
<b>Lend Energy</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Permanent	17	IQ-2	1	M89
<b>Lend Vitality</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> 1 hour	17	IQ-2	1	M89
<b>Major Healing</b>	<b>Regular</b> Healing	<b>1-4</b> -	<b>1 sec</b> Permanent	16	IQ-3	1	M91
<b>Might</b>	<b>Regular</b> Body Control	<b>2 / +ST</b> Same	<b>1 sec</b> 1 min	17	IQ-2	1	M37
<b>Minor Healing</b>	<b>Regular</b> Healing	<b>1-3</b> -	<b>1 sec</b> Permanent	17	IQ-2	1	M91
<b>Neutralize Poison</b>	<b>Regular</b> Healing	<b>5</b> -	<b>30 sec</b> Permanent	17	IQ-2	1	M92
<b>Recover Energy</b>	<b>Special</b> Healing	<b>0</b> 0	<b>1 sec</b> Special	17	IQ-2	1	M89
<b>Relieve Paralysis</b>	<b>Regular</b> Healing	<b>Varies</b> Same	<b>10 sec</b> 1 min	17	IQ-2	1	M93
<b>Resist Fire</b>	<b>Regular</b> Fire	<b>2 #</b> Half	<b>1 sec</b> 1 min	17	IQ-2	1	M74
<b>Resist Pain</b>	<b>Regular</b> Body Control	<b>4</b> 2	<b>1 sec</b> 1 min	17	IQ-2	1	M38
<b>Restoration</b>	<b>Regular</b> Healing	<b>15</b> -	<b>1 min</b> Permanent	16	IQ-3	1	M93
<b>Restore Hearing</b>	<b>Regular</b> Healing	<b>Varies</b> Half	<b>5 sec</b> 1 Hour	17	IQ-2	1	M92
<b>Restore Sight</b>	<b>Regular</b> Healing	<b>Varies</b> Half	<b>5 sec</b> 1 hour	17	IQ-2	1	M92
<b>Restore Speech</b>	<b>Regular</b> Healing	<b>5</b> 3	<b>5 sec</b> 1 Hour	17	IQ-2	1	M93
<b>Share Vitality</b>	<b>Regular</b> Healing	<b>None</b> -	<b>1 sec/HP</b> Permanent	17	IQ-2	1	M90
<b>Shield</b>	<b>Regular</b> Protection	<b>2 per DB</b> Half	<b>1 sec</b> 1 min	17	IQ-2	1	M167
<b>Stone to Flesh</b>	<b>Regular</b> Earth	<b>10</b> -	<b>5 sec</b> Permanent	17	IQ-2	1	M53

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Stop Bleeding</b>	<b>Regular</b> Healing	<b>1 or 10</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-2</b>	<b>1</b>	<b>M91</b>
<b>Stop Paralysis</b>	<b>Regular</b> Healing	<b>1 or 2</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-2</b>	<b>1</b>	<b>M93</b>
<b>Stop Spasm</b>	<b>Regular</b> Healing/Body Control	<b>1</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-2</b>	<b>1</b>	<b>M35</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Mace</b>	<b>Swung</b>	<b>15</b>	<b>12U</b>	<b>No</b>	<b>2d+2 cr</b>	<b>1</b>	<b>12</b>
<b>Medium Shield</b>		<b>14</b>	<b>No</b>	<b>12</b>	<b>1d cr</b>	<b>1</b>	<b>0</b>
<b>Natural</b>	<b>Kick</b>	<b>10</b>	<b>No</b>		<b>1d cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>10</b>	<b>No</b>		<b>1d+1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>12</b>	<b>11</b>		<b>1d-1 cr</b>	<b>C</b>	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Mace</b>		<b>8</b>	<b>1</b>	<b>2d+2 cr</b>	<b>6/13</b>	<b>1</b>	<b>T(1)</b>	<b>-4</b>		<b>12</b>
<b>Sling</b>		<b>12</b>	<b>0</b>	<b>2d-1 pi</b>	<b>78/130</b>	<b>1</b>	<b>1(2)</b>	<b>-4</b>		<b>6</b>

Equipment (94,78 lb; \$2.000)	?	#	\$	Lb	\$	Lb	Ref
<b>Backpack, Frame</b> 100 lb	<b>E</b>	<b>1</b>	<b>100</b>	<b>10</b>	<b>100</b>	<b>10</b>	<b>B288</b>
<b>Boots</b>	<b>E</b>	<b>1</b>	<b>80</b>	<b>3</b>	<b>80</b>	<b>3</b>	<b>B284</b>
<b>Gauntlets</b>	<b>E</b>	<b>1</b>	<b>100</b>	<b>2</b>	<b>100</b>	<b>2</b>	<b>B284</b>
<b>Holy Symbol, High</b> +2 to Exorcism, True Faith, etc (Not spells); Poweritem (8 FP)	<b>E</b>	<b>1</b>	<b>1.000</b>	<b>1</b>	<b>1.000</b>	<b>1</b>	<b>DF1:26</b>
<b>Mace</b>	<b>E</b>	<b>1</b>	<b>50</b>	<b>5</b>	<b>50</b>	<b>5</b>	<b>B271</b>
<b>Mail Coif</b>	<b>E</b>	<b>1</b>	<b>55</b>	<b>4</b>	<b>55</b>	<b>4</b>	<b>B284</b>
<b>Mail Hauberk</b>	<b>E</b>	<b>1</b>	<b>230</b>	<b>25</b>	<b>230</b>	<b>25</b>	<b>B283</b>
<b>Mail Leggings</b>	<b>E</b>	<b>1</b>	<b>110</b>	<b>15</b>	<b>110</b>	<b>15</b>	<b>B283</b>
<b>Mail Sleeves</b>	<b>E</b>	<b>1</b>	<b>70</b>	<b>9</b>	<b>70</b>	<b>9</b>	<b>B283</b>
<b>Medium Shield</b>	<b>E</b>	<b>1</b>	<b>60</b>	<b>15</b>	<b>60</b>	<b>15</b>	<b>B287</b>
<b>Potion Belt</b> 4 bottles/8 vials. Ready/Fast-Draw. +2 DR for contents.	<b>E</b>	<b>1</b>	<b>60</b>	<b>1</b>	<b>105</b>	<b>4</b>	<b>DF1:25</b>
<b>Holy Water</b> "Grenade" bottle. 1 pt	<b>E</b>	<b>3</b>	<b>15</b>	<b>1</b>	<b>45</b>	<b>3</b>	<b>DF1:26</b>
<b>Pouch</b> 3 lb small items	<b>E</b>	<b>1</b>	<b>10</b>	<b>0,2</b>	<b>20</b>	<b>1,28</b>	<b>DF1:23</b>
<b>Copper Farthing</b>	<b>E</b>	<b>10</b>	<b>1</b>	<b>0,008</b>	<b>10</b>	<b>0,08</b>	<b>B264</b>
<b>Sling Stone</b>	<b>E</b>	<b>20</b>	<b>0</b>	<b>0,05</b>	<b>0</b>	<b>1</b>	<b>B276</b>
<b>Sling</b>	<b>E</b>	<b>1</b>	<b>20</b>	<b>0,5</b>	<b>20</b>	<b>0,5</b>	<b>B276</b>

### Notes