


Portrait	Identity	Player Information	300 Points
	Name: <b>Rodrick Chelette</b>	Player: <b>Besitzer</b>	Attributes: <b>140</b>
	Title: _____	Campaign: _____	Advantages: <b>162</b>
	Religion: _____	Created On: <b>26.03.2009</b>	Disadvantages: <b>-49</b>
Description			
Race: <b>Human</b>	Height: <b>5' 9"</b>	Hair: <b>Brown, Wavy, Long</b>	Quirks: <b>-5</b>
Gender: <b>Male</b>	Weight: <b>150 lb</b>	Eyes: <b>Green</b>	Skills: <b>52</b>
Age: <b>19</b>	Size: <b>+ 0</b>	Skin: <b>Light Brown</b>	Spells: <b>0</b>
Birthday: <b>Dezember 14</b>	TL: <b>3</b>	Hand: <b>Right</b>	Race: <b>0</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>11</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>15</b>	• None (0) <b>24 lb</b> <b>7</b> <b>12</b>	- Eye -9 0	Basic FP: <b>13</b>
Intelligence (IQ): <b>10</b>	Light (1) <b>48 lb</b> <b>5</b> <b>11</b>	3-4 Skull -7 2	Tired: <b>4</b>
Health (HT): <b>13</b>	Medium (2) <b>72 lb</b> <b>4</b> <b>10</b>	5 Face -5 0	Collapse: <b>0</b>
Will: <b>10</b>	Heavy (3) <b>144 lb</b> <b>2</b> <b>9</b>	6-7 R. Leg -2 1	Unconscious: <b>-13</b>
Fright Check: <b>12</b>	X-Heavy (4) <b>240 lb</b> <b>1</b> <b>8</b>	8 R. Arm -2 1	Current HP: _____
Basic Speed: <b>7</b>	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: <b>11</b>
Basic Move: <b>7</b>	Basic Lift: <b>24 lb</b>	11 Groin -3 1	Reeling: <b>3</b>
Perception: <b>10</b>	One-Handed Lift: <b>48 lb</b>	12 L. Arm -2 1	Collapse: <b>0</b>
Vision: <b>10</b>	Two-Handed Lift: <b>192 lb</b>	13-14 L. Leg -2 1	Check #1: <b>-11</b>
Hearing: <b>10</b>	Shove & Knock Over: <b>288 lb</b>	15 Hand -4 2	Check #2: <b>-22</b>
Taste & Smell: <b>10</b>	Running Shove & Knock Over: <b>576 lb</b>	16 Foot -4 2	Check #3: <b>-33</b>
Touch: <b>10</b>	Carry On Back: <b>360 lb</b>	17-18 Neck -5 0	Check #4: <b>-44</b>
thr: <b>1d</b> sw: <b>2d-1</b>	Shift Slightly: <b>1.200 lb</b>	- Vitals -3 1	Dead: <b>-55</b>

Advantages & Disadvantages	Pts	Ref
<b>Advantages</b>		
<b>Alcohol Tolerance</b>	<b>1</b>	<b>B100</b>
<b>Ambidexterity</b>	<b>5</b>	<b>B39</b>
<b>Appearance</b> Handsome, +12.	<b>12</b>	<b>B21</b>
<b>Charisma 2</b> +1 to Influence rolls	<b>10</b>	<b>B41</b>
<b>Combat Reflexes</b> Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	<b>15</b>	<b>B43</b>
<b>Daredevil</b>	<b>15</b>	<b>B47</b>
<b>Enhanced Dodge</b>	<b>15</b>	<b>B51</b>
<b>Enhanced Parry (Rapier) 2</b>	<b>10</b>	<b>B51</b>
<b>Luck</b> Usable once per hour of play	<b>15</b>	<b>B66</b>
<b>No Hangover</b>	<b>1</b>	<b>B101</b>
<b>Perfect Balance</b>	<b>15</b>	<b>B74</b>
<b>Serendipity 1</b>	<b>15</b>	<b>B83</b>
<b>Signature Gear</b> Rapier of Grandpa	<b>1</b>	<b>B85</b>
<b>Striking ST 2</b>	<b>10</b>	<b>B88</b>
<b>Style Familiarity (Italian School)</b>	<b>1</b>	<b>MA49</b>
<b>Weapon Bond</b> You own a Weapon that is uniquely suited to you.	<b>1</b>	<b>HT250, MA52</b>
<b>Weapon Master</b> One weapon: Rapier	<b>20</b>	<b>B99</b>
<b>Disadvantages</b>		
<b>Code of Honor</b> Spurns chauvinistic behavior from males	<b>-1</b>	<b>B163</b>
<b>Code of Honor (Pirate's)</b>	<b>-5</b>	<b>B127</b>
<b>Compulsive Carousing</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B128</b>

Skills	SL	RSL	Pts	Ref
<b>Acrobatics</b>	<b>16</b>	<b>DX+0</b>	<b>4</b>	<b>B174</b>
<b>Boxing</b>	<b>15</b>	<b>DX+0</b>	<b>2</b>	<b>B182</b>
<b>Carousing</b>	<b>13</b>	<b>HT+0</b>	<b>1</b>	<b>B183</b>
<b>Climbing</b>	<b>15</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Cloak</b>	<b>14</b>	<b>DX-1</b>	<b>1</b>	<b>B184</b>
<b>Counterattack (Rapier)</b>	<b>16</b>	<b>-4</b>	<b>1</b>	<b>MA70</b>
<b>Fast-Draw (Knife)</b>	<b>16</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>Fast-Draw (Sword)</b>	<b>16</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>Fast-Talk</b>	<b>9</b>	<b>IQ-1</b>	<b>1</b>	<b>B195</b>
<b>First Aid/TL3</b>	<b>10</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
<b>Gambling</b>	<b>9</b>	<b>IQ-1</b>	<b>1</b>	<b>B197</b>
<b>Jumping</b>	<b>15</b>	<b>DX+0</b>	<b>1</b>	<b>B203</b>
<b>Main-Gauche</b>	<b>18</b>	<b>DX+3</b>	<b>4</b>	<b>B208</b>
<b>Rapier</b>	<b>20</b>	<b>DX+5</b>	<b>20</b>	<b>B208</b>
<b>Running</b>	<b>12</b>	<b>HT-1</b>	<b>1</b>	<b>B218</b>
<b>Savoir-Faire (High Society)</b>	<b>11</b>	<b>IQ+1</b>	<b>2</b>	<b>B218</b>
<b>Sex Appeal</b>	<b>12</b>	<b>HT-1</b>	<b>1</b>	<b>B219</b>
<b>Shield (Buckler)</b>	<b>15</b>	<b>DX+0</b>	<b>1</b>	<b>B220</b>
<b>Stealth</b>	<b>14</b>	<b>DX-1</b>	<b>1</b>	<b>B222</b>
<b>Streetwise</b>	<b>10</b>	<b>IQ+0</b>	<b>2</b>	<b>B223</b>
<b>Thrown Weapon (Knife)</b>	<b>16</b>	<b>DX+1</b>	<b>2</b>	<b>B226</b>
<b>Wrestling</b>	<b>15</b>	<b>DX+0</b>	<b>2</b>	<b>B228</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Compulsive Spending</b> CR: 15 (Almost All The Time), +10% Cost of Living Increase.	-2	B129					
<b>Dislikes Ugly women</b>	-1	B164					
<b>Impulsiveness</b> CR: 12 (Quite Often).	-10	B139					
<b>Lecherousness</b> CR: 15 (Almost All The Time).	-7	B142					
<b>Like Talking about sex affairs</b>	-1	B164					
<b>Nosy</b>	-1	B164					
<b>Overconfidence</b> CR: 12 (Quite Often).	-5	B148					
<b>Personality Change</b> Megalomania, when drunk	-1	B164					
<b>Sense of Duty</b> Friends & Companions	-5	B153					
<b>Vow (Never refuse a challenge to combat)</b>	-10	B161					
<b>Languages</b>							
<b>Language: Common</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24					

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Main-Gauche	Swung	15	13F	No	2d-4 cut	C, 1	6	
Main-Gauche	Thrust	15	13F	No	1d imp	C,1	6	
Natural	Kick	13	No		1d cr	C,1		
Natural	Kick w/Boots	13	No		1d+1 cr	C,1		
Natural	Punch	15	11		1d-1 cr	C		
Rapier	Thrust	20	16F	No	1d+3 imp	1,2	9	
Small Knife	Swung	15	10	No	2d-4 cut	C,1	5	
Small Knife	Thrust	15	10	No	1d-1 imp	C	5	

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Small Knife	Thrown	16	+0	1d-1 imp	5/11	1	T(1)	-1			5

Equipment (23,512 lb; \$1,500)			?	#	\$	Lb	\$	L b	Ref
<b>Bandoleer</b> 6 lb thrown weapons. Ready/Fast-Draw.	E	1	60	1	300		5	DF1:25	
<b>Small Knife</b>	E	8	30	0,5	240		4	B272	
<b>Boots</b>	E	1	80	3	80		3	B284	
<b>Cloth Armor</b>	E	1	30	6	30		6	B283	
<b>Cloth Sleeves</b>	E	1	20	2	20		2	B283	
<b>Leather Gloves</b>	E	1	30	0	30		0	B284	
<b>Leather Leggings</b>	E	1	40	2	40		2	B283	
<b>Main-Gauche</b>	E	1	50	1,25	50	1,25			
<b>Pouch</b> 3 lb small items	E	1	10	0,2	450	1,512		DF1:23	
<b>Copper Farthing</b>	E	15	1	0,008	15	0,12		B264	
<b>Gold Coin</b>	E	3	80	0,004	240	0,012		B264	
<b>Personal Basics</b> Basic EQ for individual Survival	E	1	5	1	5	1		DF1:23	
<b>Silver Coin</b>	E	45	4	0,004	180	0,18		B264	
<b>Rapier</b>	E	1	500	2,75	500	2,75		B273	

#### Notes

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