

Portrait	Identity	Player Information	298 Points
	Name: <b>Ta Culberth</b>	Player: <b>Besitzer</b>	Attributes: <b>180</b>
	Title: _____	Campaign: _____	Advantages: <b>79</b>
	Religion: _____	Created On: <b>15.03.2009</b>	Disadvantages: <b>-52</b>
Description			
Race: <b>Wood Elf</b>	Height: <b>6' 10"</b>	Hair: <b>Green, Wavy, Long</b>	Quirks: <b>-5</b>
Gender: <b>Female</b>	Weight: <b>170 lb</b>	Eyes: <b>Brown</b>	Skills: <b>68</b>
Age: <b>18</b>	Size: <b>+ 0</b>	Skin: <b>Dark Brown</b>	Spells: <b>0</b>
Birthday: <b>Februar 8</b>	TL: <b>3</b>	Hand: <b>Right</b>	Race: <b>28</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>15</b>	• None (0) <b>34 lb</b> <b>8</b> <b>11</b>	- Eye -9 0	Basic FP: <b>12</b>
Intelligence (IQ): <b>11</b>	Light (1) <b>68 lb</b> <b>6</b> <b>10</b>	3-4 Skull -7 2	Tired: <b>3</b>
Health (HT): <b>12</b>	Medium (2) <b>102 lb</b> <b>4</b> <b>9</b>	5 Face -5 0	Collapse: <b>0</b>
Will: <b>11</b>	Heavy (3) <b>204 lb</b> <b>3</b> <b>8</b>	6-7 R. Leg -2 2	Unconscious: <b>-12</b>
Fright Check: <b>13</b>	X-Heavy (4) <b>340 lb</b> <b>1</b> <b>7</b>	8 R. Arm -2 1	Current HP: _____
Basic Speed: <b>7</b>	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: <b>13</b>
Basic Move: <b>8</b>	Basic Lift: <b>34 lb</b>	11 Groin -3 1	Reeling: <b>4</b>
Perception: <b>14</b>	One-Handed Lift: <b>68 lb</b>	12 L. Arm -2 1	Collapse: <b>0</b>
Vision: <b>14</b>	Two-Handed Lift: <b>272 lb</b>	13-14 L. Leg -2 2	Check #1: <b>-13</b>
Hearing: <b>14</b>	Shove & Knock Over: <b>408 lb</b>	15 Hand -4 0	Check #2: <b>-26</b>
Taste & Smell: <b>14</b>	Running Shove & Knock Over: <b>816 lb</b>	16 Foot -4 2	Check #3: <b>-39</b>
Touch: <b>14</b>	Carry On Back: <b>510 lb</b>	17-18 Neck -5 0	Check #4: <b>-52</b>
thr: <b>1d</b> sw: <b>2d-1</b>	Shift Slightly: <b>1.700 lb</b>	- Vitals -3 1	Dead: <b>-65</b>

Advantages & Disadvantages	Pts	Ref
<b>Advantages</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>Heroic Archer</b> Reduce arrow ready time by one round with roll/penalty and Acc bonus without aiming or ignore bulk	<b>20</b>	<b>DF1:14</b>
<b>Strongbow</b> Let you ignore some penalties when shooting a bow too strong for you	<b>1</b>	<b>MA51</b>
<b>Style Familiarity (Foot Archery)</b>	<b>1</b>	<b>MA49</b>
<b>Talent (Outdoorsman) 2</b>	<b>20</b>	<b>B91</b>
<b>Weapon Master</b> One weapon: Bow	<b>20</b>	<b>B99</b>
<b>Disadvantages</b>		
<b>Alcohol Intolerance</b>	<b>-1</b>	<b>B165</b>
<b>Code of Honor (Soldier's)</b>	<b>-10</b>	<b>B127</b>
<b>Distinctive Features</b> Tattoo	<b>-1</b>	<b>B165</b>
<b>Honesty</b> CR: 12 (Quite Often).	<b>-10</b>	<b>B138</b>
<b>Horrible Hangovers</b>	<b>-1</b>	<b>B165</b>
<b>Loner</b> CR: 12 (Quite Often), -2 Reaction Penalty.	<b>-5</b>	<b>B142</b>
<b>Nosy</b>	<b>-1</b>	<b>B164</b>
<b>Personality Change</b> Lecherousness, when drunk	<b>-1</b>	<b>B164</b>
<b>Sense of Duty</b> Friends & Companions	<b>-5</b>	<b>B153</b>
<b>Vow (Never Sleep Indoors)</b>	<b>-10</b>	<b>B161</b>
<b>Vow (Own no more than what can be carried)</b>	<b>-10</b>	<b>B161</b>
<b>Languages</b>		
<b>Language: Common</b> Spoken (Accented), +2.	<b>2</b>	<b>B24</b>

Skills	SL	RS	Pts	Ref
<b>Acrobatics</b>	<b>13</b>	<b>DX-2</b>	<b>1</b>	<b>B174</b>
<b>Armoury/TL3 (Missile Weapons)</b>	<b>10</b>	<b>IQ-1</b>	<b>1</b>	<b>B178</b>
<b>Bow</b>	<b>21</b>	<b>DX+4</b>	<b>16</b>	<b>B182</b>
<b>Broadsword</b>	<b>18</b>	<b>DX+3</b>	<b>12</b>	<b>B208</b>
<b>Camouflage</b>	<b>16</b>	<b>IQ+1</b>	<b>2</b>	<b>B183</b>
<b>Cartography/TL3</b>	<b>12</b>	<b>IQ+1</b>	<b>4</b>	<b>B183</b>
<b>Climbing</b>	<b>14</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Combat Sport (Bow)</b>	<b>16</b>	<b>DX+1</b>	<b>1</b>	<b>B184</b>
<b>Dual-Weapon Attack (Bow)</b>	<b>20</b>	<b>-1</b>	<b>2</b>	<b>B230, MA83</b>
<b>Fast-Draw (Arrow)</b>	<b>18</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>First Aid/TL3</b>	<b>11</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
<b>Gesture</b>	<b>12</b>	<b>IQ+1</b>	<b>2</b>	<b>B198</b>
<b>Hiking</b>	<b>12</b>	<b>HT+0</b>	<b>2</b>	<b>B200</b>
<b>Jumping</b>	<b>15</b>	<b>DX+0</b>	<b>1</b>	<b>B203</b>
<b>Mimicry (Bird Calls)</b>	<b>12</b>	<b>IQ-1</b>	<b>2</b>	<b>B210</b>
<b>Navigation/TL3 (Land)</b>	<b>12</b>	<b>IQ-1</b>	<b>1</b>	<b>B211</b>
<b>Observation</b>	<b>14</b>	<b>Per+0</b>	<b>2</b>	<b>B211</b>
<b>Riding (Equine)</b>	<b>14</b>	<b>DX-1</b>	<b>1</b>	<b>B217</b>
<b>Running</b>	<b>11</b>	<b>HT-1</b>	<b>1</b>	<b>B218</b>
<b>Shadowing</b>	<b>11</b>	<b>IQ+1</b>	<b>4</b>	<b>B219</b>
<b>Stealth</b>	<b>16</b>	<b>DX-1</b>	<b>1</b>	<b>B222</b>
<b>Survival (Woodlands)</b>	<b>17</b>	<b>Per-1</b>	<b>1</b>	<b>B223</b>
<b>Swimming</b>	<b>12</b>	<b>HT+0</b>	<b>1</b>	<b>B224</b>
<b>Tracking</b>	<b>16</b>	<b>Per+0</b>	<b>2</b>	<b>B226</b>
<b>Traps/TL3</b>	<b>12</b>	<b>IQ+1</b>	<b>4</b>	<b>B226</b>
<b>Wrestling</b>	<b>14</b>	<b>DX-1</b>	<b>1</b>	<b>B228</b>

Advantages & Disadvantages	Pts	Ref
<b>Language: Elfish</b> Native, -6; Spoken (Native), +3; Written (Broken), +1.	-2	B24
▼ <b>Wood Elf</b>	28	DF3:7
<b>Appearance</b> Beautiful, +12.	12	B21
<b>Decreased Strength 1</b>	-10	B14
<b>Elven Gear</b>	1	DF3:6
<b>Feature: Green hair</b>	0	
<b>Increased Basic Move 1</b>	5	
<b>Increased Dexterity 1</b>	20	B15
<b>Magery</b>	5	B66
<b>Sense of Duty</b> Nature	-15	DF3:6
<b>Talent (Forest Guardian) 2</b>	10	DF3:7

Skills	SL	RSL	Pts	Ref

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Large Knife	Swung	11	8	No	2d-3 cut	C,1	6
Large Knife	Thrust	11	8	No	1d imp	C	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	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Composite Bow		21	3	1d+6 imp	260/325	1	1(2)	-7		10↑
Large Knife	Thrown	11	+0	1d imp	10/19	1	T(1)	-2		6

Equipment (24,2 lb; \$1.200)	?	#	\$	Lb	\$	L b	Ref
Boots	E	1	80	3	80	3	B284
Cloth Armor	E	1	30	6	30	6	B283
Cloth Sleeves	E	1	20	2	20	2	B283
Composite Bow	E	1	900	4	900	4	B275
Heavy Leather Leggings	E	1	60	4	60	4	B283
▼ Hip Quiver Holds 20 arrows/bolts	E	1	15	1	55	3	DF1:24
Arrow	E	20	2	0,1	40	2	B276
Large Knife	E	1	40	1	40	1	B272
▼ Pouch 3 lb small items	E	1	10	0,2	15	1,2	DF1:23
<b>Personal Basics</b> Basic EQ for individual Survival	E	1	5	1	5	1	DF1:23

Notes