


Portrait	Identity	Player Information	300 Points
	Name: Tara Jerald Title: _____ Religion: _____	Player: Besitzer Campaign: _____ Created On: 02.04.2009	Attributes: 195 Advantages: 83 Disadvantages: -45 Quirks: -5 Skills: 72 Spells: 0 Race: 0 Earned: 0
Description			
Race: Human	Height: 6' 8"	Hair: Blond, Curly, Long	
Gender: Female	Weight: 176 lb	Eyes: Green	
Age: 20	Size: + 0	Skin: Light Tan	
Birthday: Juni 12	TL: 3	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																
Strength (ST): 14 Dexterity (DX): 16 Intelligence (IQ): 10 Health (HT): 13 Will: 10 Fright Check: 14 Basic Speed: 7 Basic Move: 7 Perception: 12 Vision: 12 Hearing: 12 Taste & Smell: 12 Touch: 12 thr: 1d sw: 2d	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>None (0)</td> <td>39 lb</td> <td>7</td> <td>12</td> </tr> <tr> <td>• Light (1)</td> <td>78 lb</td> <td>5</td> <td>11</td> </tr> <tr> <td>Medium (2)</td> <td>117 lb</td> <td>4</td> <td>10</td> </tr> <tr> <td>Heavy (3)</td> <td>234 lb</td> <td>2</td> <td>9</td> </tr> <tr> <td>X-Heavy (4)</td> <td>390 lb</td> <td>1</td> <td>8</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>39 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>78 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>312 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>468 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>936 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>585 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>1.950 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	None (0)	39 lb	7	12	• Light (1)	78 lb	5	11	Medium (2)	117 lb	4	10	Heavy (3)	234 lb	2	9	X-Heavy (4)	390 lb	1	8	Lifting & Moving Things		Basic Lift:	39 lb	One-Handed Lift:	78 lb	Two-Handed Lift:	312 lb	Shove & Knock Over:	468 lb	Running Shove & Knock Over:	936 lb	Carry On Back:	585 lb	Shift Slightly:	1.950 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>3</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>3</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>3</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>3</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>0</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>3</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	3	8	R. Arm	-2	0	9-10	Torso	0	3	11	Groin	-3	3	12	L. Arm	-2	0	13-14	L. Leg	-2	3	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	3	Current FP: _____ Basic FP: 13 Tired: 4 Collapse: 0 Unconscious: -13 Current HP: _____ Basic HP: 14 Reeling: 4 Collapse: 0 Check #1: -14 Check #2: -28 Check #3: -42 Check #4: -56 Dead: -70
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Advantages & Disadvantages	Pts	Ref
Advantages		
Alcohol Tolerance	1	B100
Appearance Very Beautiful, +16.	16	B21
Combat Reflexes 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)	15	B43
Fearlessness 2	4	B55
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55
Heroic Archer Reduce arrow ready time by one round with roll/penalty and Acc bonus without aiming or ignore bulk	20	DF1:14
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59
Style Familiarity (Heroic Spear Fighting)	1	MA49
Style Familiarity (Shortsword Fighting)	1	MA49
Talent (Born War Leader) 2	10	DF1:14
Disadvantages		
Chauvinistic towards Men	-1	B163
Expression "better than a man"	-1	B164
Lecherousness CR: 12 (Quite Often).	-15	B142
Like Horses	-1	B164
Overconfidence CR: 12 (Quite Often).	-5	B148
Personality Change Bad Temper when drunk	-1	B164

Skills	SL	RSL	Pts	Ref
Armoury/TL3 (Body Armor)	11	IQ+1	4	B178
Bow	19	DX+3	12	B182
Brawling	17	DX+1	2	B182
Camouflage	10	IQ+0	1	B183
Connoisseur (Weapons)	11	IQ+1	4	B185
Fast-Draw (Arrow)	17	DX+0	1	B194
Fast-Draw (Sword)	17	DX+0	1	B194
First Aid/TL3	10	IQ+0	1	B195
Hiking	12	HT-1	1	B200
Judo Allows parrying two different attacks per turn, one with each hand.	15	DX-1	2	B203
Knife	16	DX+0	1	B208
Leadership	11	IQ-1	1	B204
Navigation/TL3 (Land)	10	IQ+0	2	B211
Observation	11	Per-1	1	B211
Scrounging	12	Per+0	1	B218
Sex Appeal	12	HT-1	1	B219
Shield (Shield)	18	DX+2	4	B220
Shortsword	18	DX+2	8	B209
Spear	19	DX+3	12	B208
Stealth	15	DX+0	2	B222
Strategy (Land)	11	IQ-1	2	B222
Survival (Woodlands)	11	Per-1	1	B223
Tactics	11	IQ-1	2	B224
Thrown Weapon (Spear)	18	DX+2	4	B226
Tracking	11	Per-1	1	B226

Advantages & Disadvantages	Pts	Ref
Proud	-1	B164
Sense of Duty Every woman	-15	B153
Vow (Never refuse a challenge to combat)	-10	B161
Languages		
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24

Skills	SL	RSL	Pts	Ref

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Spell							

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	15	No		1d cr	C,1	
Natural	Kick w/Boots	15	No		1d+1 cr	C,1	
Natural	Punch	17	13		1d-1 cr	C	
Shortsword	Swung	18	14	No	2d cut	1	8
Shortsword	Thrust	18	14	No	1d imp	1	8
Small Knife	Swung	16	12	No	2d-3 cut	C,1	5
Small Knife	Thrust	16	12	No	1d-1 imp	C	5
Small Shield		18	No	14	1d cr	1	0
Spear	Thrust	19	14	No	1d+2 imp	1 *	9
Spear	Thrust	19	14	No	1d+3 imp	1,2 *	9†

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Longbow		19	3	1d+2 imp	210/280	1	1(2)	-8		11†
Small Knife	Thrown	12	+0	1d-1 imp	7/14	1	T(1)	-1		5
Spear	Thrown	18	+2	1d+3 imp	14/21	1	T(1)	-6		9

Equipment (40 lb; \$1.000)	?	#	\$	Lb	\$	L b	Ref
Hip Quiver Holds 20 arrows/bolts	E	1	15	1	55	3	DF1:24
Arrow	E	20	2	0,1	40	2	B276
Light Scale Armor	E	1	150	15	150	15	B283
Longbow	E	1	200	3	200	3	B275
Sandals	E	1	25	0,5	25	0,5	B284
Shortsword	E	1	400	2	400	2	B273
Small Knife	E	1	30	0,5	30	0,5	B272
Small Shield	E	1	40	8	40	8	B287
Spear	E	1	40	4	40	4	B273
Studded Leather Skirt	E	1	60	4	60	4	B283

Notes