


Portrait	Identity	Player Information	100 Points
	Name: the Hunter	Player: _____	Race: 0
	Title: Paladin	Campaign: _____	Attributes: 209
	Religion: _____	Created On: Nov 25, 2019	Advantages: 50
Description			Disadvantages: 0
Race: _____	Height: _____	Hair: _____	Quirks: 0
Gender: _____	Weight: _____	Eyes: _____	Skills: 113
Age: _____	Size: + 0	Skin: _____	Spells: 0
Birthday: _____	TL: 3	Hand: _____	Unspent: -272

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 13	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 14	None (0) 34 lb 6 9	- Eye -9 0	Basic FP: 13
Intelligence (IQ): 12	• Light (1) 68 lb 4 8	3-4 Skull -7 6	Tired: 4
Health (HT): 13	Medium (2) 102 lb 3 7	5 Face -5 4	Collapse: 0
Will: 13	Heavy (3) 204 lb 2 6	6-7 Right Leg -2 4	Unconscious: -13
Fright Check: 13	X-Heavy (4) 340 lb 1 5	8 Right Arm -2 4	Current HP: _____
Basic Speed: 6.75	Lifting & Moving Things		Basic HP: 15
Basic Move: 6	Basic Lift: 34 lb	9-10 Torso 0 4	Reeling: 4
Perception: 16	One-Handed Lift: 68 lb	11 Groin -3 4	Collapse: 0
Vision: 16	Two-Handed Lift: 272 lb	12 Left Arm -2 4	Check #1: -15
Hearing: 16	Shove & Knock Over: 408 lb	13-14 Left Leg -2 4	Check #2: -30
Taste & Smell: 16	Running Shove & Knock Over: 816 lb	15 Hand -4 4	Check #3: -45
Touch: 16	Carry On Back: 510 lb	16 Foot -4 4	Check #4: -60
thr: 1d sw: 2d-1	Shift Slightly: 1,700 lb	17-18 Neck -5 4	Dead: -75
		- Vitals -3 4	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Broadsword	Cut	16			2d cut	1	10
Broadsword	Thrust	16			1d+2 imp	1	10
Knife	Swing	15	9		2d-1 cut	C,1	6
Knife	Thrust	15	9		1d+2 imp	C	6
Natural	Kick	14	No		1d cr	C,1	
Natural	Kick w/Boots	14	No		1d+1 cr	C,1	
Natural	Punch	16	11		1d-1 cr	C	
Shield	Bash	15			1d cr		
Shield	Block	10		10			

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Bow		16	3	1d+3 imp	260/325	1	1(2)	-7		10
Composite										
Knife	Thrown knife	17		1d+2 imp	11/20					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Charisma 1	5		Bow	16	DX+2	8	
Combat Reflexes	15		Brawling	16	DX+2	4	
Enhanced Perception 4	0		Broadsword	16	DX+2	8	
Extra Hit Points 2	0		Camouflage	15	IQ+3	8	p183
Fit	5		Climbing	14	DX+0	2	
+1 to all HT rolls; recover FP at twice the normal rate			Fast Draw (sword)	14	DX+0	1	
High Pain Threshold	10	p59	Fast-Draw (arrow)	16	DX+2	4	p194
Night Vision 5	5		First Aid	15	IQ+3	8	
Recovery	10	p80	Intimidation	12	Will-1	1	
			Knife	14	DX+0	1	
			Leadership	13	IQ+1	4	
			Navigation (Land)	14	IQ+2	8	
			Observation	17	Per+1	4	
			Riding (Horse)	14	DX+0	2	
			Savoir-Faire	14	IQ+2	4	
			Shield	15	DX+1	2	
			Soldier	13	IQ+1	4	
			Stealth	16	DX+2	8	

Advantages & Disadvantages		Pts	Ref	Skills		SL	RSL	Pts	Ref
				Survival	16	IQ+4	16		
				Swimming	14	HT+1	2		
				Tactics	12	IQ+0	4		
				Thrown Weapon (Knife)	16	DX+2	4		
				Tracking	17	Per+1	4	p227	
				Wrestling	14	DX+0	2		

#	?	Equipment (55 lb; \$0)		\$	W	\$	W	Ref
1	E	Broadsword		0	3 lb	0	3 lb	
1	E	Knife		0	1 lb	0	1 lb	
1	E	Bow Composite		0	4 lb	0	4 lb	
1	E	Shield		0	5 lb	0	5 lb	
1	E	Armour (fluted masterpiece medium scale) 4-point protection		0	42 lb	0	42 lb	

Notes
