


Portrait	Identity	Player Information	100 Points
	Name: <b>"Surefoot"</b>	Player: _____	Race: <b>0</b>
	Title: <b>Paladin</b>	Campaign: _____	Attributes: <b>224</b>
	Religion: _____	Created On: <b>Nov 25, 2019</b>	Advantages: <b>58</b>
<b>Description</b>			Disadvantages: <b>0</b>
Race: _____	Height: _____	Hair: _____	Quirks: <b>0</b>
Gender: _____	Weight: _____	Eyes: _____	Skills: <b>100</b>
Age: _____	Size: <b>+ 0</b>	Skin: _____	Spells: <b>0</b>
Birthday: _____	TL: <b>3</b>	Hand: _____	Unspent: <b>-282</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: _____	Basic FP: <b>13</b>
Dexterity (DX): <b>14</b>	None (0)	<b>34 lb</b>	<b>8</b>	<b>11</b>	-	Eye	-9	<b>0</b>	Tired: <b>4</b>	Collapse: <b>0</b>
Intelligence (IQ): <b>12</b>	• Light (1)	<b>68 lb</b>	<b>6</b>	<b>10</b>	3-4	Skull	-7	<b>7</b>	Unconscious: <b>-13</b>	Current HP: _____
Health (HT): <b>13</b>	Medium (2)	<b>102 lb</b>	<b>4</b>	<b>9</b>	5	Face	-5	<b>5</b>	Basic HP: <b>15</b>	Reeling: <b>4</b>
Will: <b>13</b>	Heavy (3)	<b>204 lb</b>	<b>3</b>	<b>8</b>	6-7	Right Leg	-2	<b>5</b>	Collapse: <b>0</b>	Check #1: <b>-15</b>
Fright Check: <b>13</b>	X-Heavy (4)	<b>340 lb</b>	<b>1</b>	<b>7</b>	8	Right Arm	-2	<b>5</b>	Check #2: <b>-30</b>	Check #3: <b>-45</b>
Basic Speed: <b>8</b>	<b>Lifting &amp; Moving Things</b>				9-10	Torso	0	<b>5</b>	Check #4: <b>-60</b>	Dead: <b>-75</b>
Basic Move: <b>8</b>	Basic Lift:			<b>34 lb</b>	11	Groin	-3	<b>5</b>		
Perception: <b>14</b>	One-Handed Lift:			<b>68 lb</b>	12	Left Arm	-2	<b>5</b>		
Vision: <b>14</b>	Two-Handed Lift:			<b>272 lb</b>	13-14	Left Leg	-2	<b>5</b>		
Hearing: <b>14</b>	Shove & Knock Over:			<b>408 lb</b>	15	Hand	-4	<b>5</b>		
Taste & Smell: <b>14</b>	Running Shove & Knock Over:			<b>816 lb</b>	16	Foot	-4	<b>5</b>		
Touch: <b>14</b>	Carry On Back:			<b>510 lb</b>	17-18	Neck	-5	<b>5</b>		
thr: 1d sw: 2d-1	Shift Slightly:			<b>1,700 lb</b>	-	Vitals	-3	<b>5</b>		

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		15	2	1d+1 imp	195/260	1	1(2)	-7		10
Knife	Thrown knife	15		1d+2 imp	11/20					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Ambidexterity	5	p39	Acrobatics	17	DX+3	12	
Catfall	10	p41	Bow	15	DX+1	4	
Charisma 1	5		Brawling	16	DX+2	4	
Combat Reflexes	15		Broadsword	16	DX+2	8	
Enhanced Perception 2	0		Climbing	17	DX+3	8	
Extra Hit Points 2	0		Fast Draw (sword)	14	DX+0	1	
Fit	5		First Aid	12	IQ+0	1	
+1 to all HT rolls; recover FP at twice the normal rate			Intimidation	12	Will-1	1	
Night Vision 3	3		Jumping	17	DX+3	8	p203
Perfect Balance	15	p74	Knife	14	DX+0	1	
			Leadership	13	IQ+1	4	
			Observation	15	Per+1	4	
			Riding (Horse)	14	DX+0	2	
			Running	16	HT+3	12	
			Savoir-Faire	14	IQ+2	4	
			Shield	15	DX+1	2	
			Soldier	13	IQ+1	4	
			Stealth	13	DX-1	1	

Advantages & Disadvantages		Pts	Ref	Skills		SL	RSL	Pts	Ref
				<b>Survival</b>	<b>13</b>	<b>IQ+1</b>	<b>4</b>		
				<b>Swimming</b>	<b>16</b>	<b>HT+3</b>	<b>8</b>		
				<b>Tactics</b>	<b>12</b>	<b>IQ+0</b>	<b>4</b>		
				<b>Thrown Weapon (Knife)</b>	<b>14</b>	<b>DX+0</b>	<b>1</b>		
				<b>Wrestling</b>	<b>14</b>	<b>DX+0</b>	<b>2</b>		

#	?	Equipment (66 lb; \$0)		\$	W	\$	W	Ref
1	E	<b>Broadsword</b>		0	3 lb	0	3 lb	
1	E	<b>Knife</b>		0	1 lb	0	1 lb	
1	E	<b>Shield</b>		0	5 lb	0	5 lb	
1	E	<b>Bow</b>		0	2 lb	0	2 lb	
1	E	<b>Armour (fluted masterpiece heavy scale)</b> 5-point protection		0	55 lb	0	55 lb	

Notes									