


PORTRAIT	IDENTITY		MISCELLANEOUS		250 POINTS
	NAME		CREATED	Oct 21, 2024, 11:05 AM	0 UNSPENT
	TITLE		MODIFIED	Oct 21, 2024, 12:56 PM	0 ANCESTRY
	ORGANIZATION		PLAYER		100 ATTRIBUTES
	DESCRIPTION				134 ADVANTAGES
	GENDER		HEIGHT	0'	-50 DISADVANTAGES
	AGE		WEIGHT	0 lb	0 QUIRKS
	BIRTHDAY		SIZE	+0	66 SKILLS
	RELIGION		TL		0 SPELLS
			HAIR		
			EYES		
			SKIN		
			HAND		

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[0] 10 STRENGTH (ST)	[0] 12 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[40] 12 DEXTERITY (DX)	[0] 13 FRIGHT CHECK		EYES	-9	0	0 NONE	20 lb	6	9		
[40] 12 INTELLIGENCE (IQ)	[0] 12 PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	40 lb	4	8		
[20] 12 HEALTH (HT)	[0] 12 VISION	5	FACE	-5	0	2 MEDIUM	60 lb	3	7		
BASIC DAMAGE		6-7	RIGHT LEG	-2	0	3 HEAVY	120 lb	2	6		
1d-2 BASIC THRUST	[0] 12 HEARING	8	RIGHT ARM	-2	0	4 X-HEAVY	200 lb	1	5		
1d BASIC SWING	[0] 12 TASTE & SMELL	9-10	TORSO	+0	0	LIFTING & MOVING THINGS					
	[0] 12 TOUCH	11	GROIN	-3	0	20 lb BASIC LIFT					
	[0] 6 BASIC SPEED	12	LEFT ARM	-2	0	40 lb ONE-HANDED LIFT					
	[0] 6 BASIC MOVE	13-14	LEFT LEG	-2	0	160 lb TWO-HANDED LIFT					
POINT POOLS		15	HAND	-4	0	240 lb SHOVE & KNOCK OVER					
[0] 12 OF 12 FP [RESTED]		16	FOOT	-4	0	480 lb RUNNING SHOVE & KNOCK OVER					
[0] 10 OF 10 HP [HEALTHY]		17-18	NECK	-5	0	300 lb CARRY ON BACK					
			VITALS	-3	0	1,000 lb SHIFT SLIGHTLY					

CONDITION	
±	+1 to all HT rolls to stay conscious, avoid death, resist disease, or resist poison

MELEE WEAPON	USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Natural Attacks	Bite	13	No	No	1d-3 cr	C	
Natural Attacks	Kick	11	No	No	1d-2 cr	C,1	
Natural Attacks	Punch	13	9	No	1d-3 cr	C	

TRAIT	Pts			SKILL / TECHNIQUE	SL	RSL	Pts		
☑ 1 Advantages	41		—	Thaumatology	11	IQ-1	4	<u>B225</u>	
Energy Reserve (Magic) 3	9	<u>P119</u>		Current Affairs (Headline News)	12	IQ	1	<u>B186</u>	
Fit	5	<u>B55</u>	!	Driving (Automobile)	12	DX	2	<u>B188</u>	
Luck	15	<u>B66+</u>	!	Stealth	12	DX	2	<u>B222</u>	
Fearlessness 1	2	<u>B55+</u>		Brawling	13	DX+1	2	<u>B182+</u>	
Master Builder 2	10	<u>PU3:11</u>	!	Wrestling	12	DX	2	<u>B228+</u>	
☑ 3 Sorcery <b>Alternate</b>	93		—	Guns (Pistol)	12	DX	1	<u>PY65:18</u>	
Affliction 1	17	<u>B35+</u>		Default: Guns (Long Arm)-4					
Earth Vision 2; Fixed Duration; Melee Attack (Reach C); No Signature; Sorcery 1				Architecture	15	IQ+3	4	<u>B176</u>	
Affliction 1	32	<u>B35+</u>		Forced Entry	14	DX+2	1	<u>B196</u>	
Resist Poison; Extended Duration (300x); Fixed Duration; Melee Attack (Reach C); No Signature; Sorcery 1				Engineer (Combat)	14	IQ+2	4	<u>B190</u>	
Affliction 1	30	<u>B35+</u>		Masonry	15	IQ+3	2	<u>B207</u>	
Walk on Air; Fixed Duration; Increased 1/2D (10x); No Signature; Sorcery 1				Urban Survival	13	Per+1	4	<u>B228</u>	
Control Earth 4	56	<u>P90</u>	!	Explosives (EOD)	14	IQ+2	8	<u>B194</u>	!
Lift only; Sorcery				Hazardous Materials (Chemical)	12	IQ	2	<u>B199</u>	
Detect Magic	7	<u>B48+</u>	!	Mechanic (Automobile)	11	IQ-1	1	<u>B207</u>	
Touch- or Vision-Based; Sorcery				Search	13	Per+1	4	<u>B219</u>	
Sorcerous Empowerment 5	60	<u>TSOR4</u>		Traps	14	IQ+2	8	<u>B226</u>	
Telekinesis 5	10	<u>B92+</u>		Camouflage	12	IQ	1	<u>B183</u>	
Cannot Grapple; Cannot Punch; Cannot Throw; Lift Only; Sorcery				Guns (Long Arm)	13	DX+1	2	<u>PY65:18</u>	
☑ 4 Disadvantages	-50		—	Hiking	12	HT	2	<u>B200</u>	
Trait	-50		—	NBC Suit	12	DX	2	<u>B192</u>	
Natural Attacks	0	<u>B271</u>	—						

SKILL / TECHNIQUE	SL	RSL	PTS		
Savoir-Faire (Military)	12	IQ	1	<u>B218+</u>	
Soldier	13	IQ+1	4	<u>B221</u>	
Spear	12	DX	2	<u>B208</u>	