

PORTRAIT	IDENTITY		MISCELLANEOUS		250 POINTS
	NAME		CREATED	Oct 21, 2024, 9:08 PM	0 UNSPENT
	TITLE		MODIFIED	Oct 21, 2024, 9:48 PM	0 ANCESTRY
	ORGANIZATION		PLAYER		165 ATTRIBUTES
DESCRIPTION					
	GENDER		HEIGHT	0'	HAIR
	AGE		WEIGHT	0 lb	EYES
	BIRTHDAY		SIZE	+0	SKIN
	RELIGION		TL		HAND
					91 ADVANTAGES
					-50 DISADVANTAGES
					0 QUIRKS
					44 SKILLS
					0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[30] 13 STRENGTH (ST)		[5] 11 WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[100] 15 DEXTERITY (DX)		[0] 13 FRIGHT CHECK			EYES	-9	0	0 NONE	34 lb	7	11
[0] 10 INTELLIGENCE (IQ)		[0] 10 PERCEPTION (PER)		3-4	SKULL	-7	2	1 LIGHT	68 lb	5	10
[30] 13 HEALTH (HT)		[0] 10 VISION		5	FACE	-5	0	2 MEDIUM	102 lb	4	9
BASIC DAMAGE		[0] 10 HEARING		6-7	RIGHT LEG	-2	0	3 HEAVY	204 lb	2	8
1d+1 BASIC THRUST		[0] 10 TASTE & SMELL		8	RIGHT ARM	-2	0	4 X-HEAVY	340 lb	1	7
2d+1 BASIC SWING		[0] 10 TOUCH		9-10	TORSO	+0	0	LIFTING & MOVING THINGS			
		[0] 7 BASIC SPEED		11	GROIN	-3	0	34 lb BASIC LIFT			
		[0] 7 BASIC MOVE		12	LEFT ARM	-2	0	68 lb ONE-HANDED LIFT			
POINT POOLS				13-14	LEFT LEG	-2	0	272 lb TWO-HANDED LIFT			
[0] 13 OF 13 FP [RESTED]				15	HAND	-4	0	408 lb SHOVE & KNOCK OVER			
[0] 13 OF 13 HP [HEALTHY]				16	FOOT	-4	0	816 lb RUNNING SHOVE & KNOCK OVER			
				17-18	NECK	-5	0	510 lb CARRY ON BACK			
					VITALS	-3	0	1,700 lb SHIFT SLIGHTLY			

REACTION		CONDITION	
-2	from others	+6	on all IQ rolls to wake up or to recover from mental stun
-2	in all but the most solemn of situations	-2	on all rolls to buy, sell, beg for alms, or obtain quests or backers and on all Influence rolls

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Broadsword		Swing	18	14	No	3d+2 cut	1	10
Broadsword		Thrust	18	14	No	2d+1 imp	1	10
Diabolical Whip		Swing	18	14	No	4d cr	1-4	13
Natural Attacks		Bite	16	No	No	1d cr	C	
Natural Attacks		Kick	14	No	No	1d+1 cr	C,1	
Natural Attacks		Punch	16	13	No	1d cr	C	

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS		
1 Advantages	84		1 Combat			26		
Ambidexterity	5	DFA47	Brawling	16	DX+1	2	DFA93	
Combat Reflexes	15	DFA48	Broadsword	18	DX+3	12	DFA81	
Enhanced Parry (Broadsword) 1	5	DFA49	Fast-Draw (Sword)	17	DX+2	2	DFA76	
Entanglement	5		Whip	17	DX+2	8	DFA82	
Luck	15	DFA51	Wrestling	15	DX	2	DFA93	
Neck Hang	4		2 Physical			9		
TA (Whip Swing/Neck)			Acrobatics	15	DX	4	DFA72	
Striking ST 2	10	DFA53	Climbing	14	DX-1	1	DFA74	
Weapon Master	25	DFA54	Hiking	12	HT-1	1	DFA78	
Broadsword and Diabolical Whip			Jumping	15	DX	1	DFA79	
2 Perks	2		Throwing	15	DX	2	DFA91	
Signature Gear (Diabolical Whip)	1	DFA53	3 Adventuring			4		
Weapon Bond (Diabolical Whip)	1	DFA54	First Aid	10	IQ	1	DFA76	
3 Disadvantages	-50		Scrounging	10	Per	1	DFA88	
Bloodlust	-10	DFA57	Search	9	Per-1	1	DFA88	
CR: 12 (Resist quite often)			Stealth	14	DX-1	1	DFA89	
Callous	-5	DFA57	4 Background			5		
Distinctive Features	-2	PU6:14	Carousing	13	HT	1	DFA73	
White hair and red eyes			Intimidation	11	Will	2	DFA79	
Illiteracy	-3	DFA61	Streetwise	10	IQ	2	DFA90	
No Sense of Humor	-10	DFA63						
Sense of Duty	-5	DFA65						
Adventuring Companions								

		TRAIT			PTS						
		Social Stigma (Criminal Record)			-5	<u>DFA66</u>					
		Wealth Struggling			-10	<u>DFA67</u>	!				
		Extra Money 5			5		-				
		Natural Attacks			0	<u>B271</u>	-				
✓	#	CARRIED EQUIPMENT (11 LB; \$2,600)	USES	TL	LC						
✓	1	Broadsword				600	3 lb	600	3 lb	<u>DFA99</u>	
✓	1	Diabolical Whip				2,000	8 lb	2,000	8 lb	<u>DFA103</u>	!