


Portrait	Identity	Miscellaneous	150 Points
	✂ Name: <a href="#">Belo Vuohinen</a> Title: Player: <a href="#">P.P.A.</a>	Created: May 11, 2021 at 11:50 PM Modified: May 14, 2021 at 10:20 PM Options: wpmkStC	0 Unspent 0 Race 80 Attributes 66 Advantages -50 Disadvantage -5 Quirks 59 Skills 0 Spells
	Description		
	Gender: <a href="#">Male</a> ✂ Age: <a href="#">27</a> ✂ Birthday: <a href="#">Aug 26</a> Religion: <a href="#">Orthodox</a>	✂ Height: <a href="#">6'</a> ✂ Weight: <a href="#">175 lb</a> Size: <a href="#">+ 0</a> TL: <a href="#">6</a>	✂ Hair: <a href="#">Brown, Straight, Medium</a> ✂ Eyes: <a href="#">Grey</a> ✂ Skin: <a href="#">Light</a> Hand: <a href="#">Right</a>

Attributes	Fatigue Points	Humanoid Locations	Encumbrance, Move & Dodge
[20] <a href="#">12</a> Strength (ST) [40] <a href="#">12</a> Dexterity (DX) [0] <a href="#">10</a> Intelligence (IQ) [20] <a href="#">12</a> Health (HT) [0] <a href="#">10</a> Will 12 Fright Check [0] <a href="#">6</a> Basic Speed [0] <a href="#">6</a> Basic Move [0] <a href="#">10</a> Perception (Per) 10 Vision 10 Hearing 10 Taste & Smell 10 Touch 1d-1 Basic Thrust 1d+2 Basic Swing	Current [0] Basic Tired Collapse Unconscious Hit Points <a href="#">12</a> Current [0] <a href="#">12</a> Basic 3 Reeling 0 Collapse -1 Check #1 -2 Check #2 -3 Check #3 -4 Check #4 -6 Dead	Roll   Where   Penalty   DR -   Eye   -9   0 3-4   Skull   -7   6 5   Face   -5   0 6-7   Right Leg   -2   2 8   Right Arm   -2   2 9-10   Torso   0   3 11   Groin   -3   3 12   Left Arm   -2   2 13-14   Left Leg   -2   2 15   Hand   -4   0 16   Foot   -4   2 17-18   Neck   -5   0 -   Vitals   -3   3	Level   Max Load   Move   Dodge 0 None   29 lb   6   10 • 1 Light   58 lb   4   9 2 Medium   87 lb   3   8 3 Heavy   174 lb   2   7 4 X-Heavy   290 lb   1   6 Lifting & Moving Things 29 lb Basic Lift 58 lb One-Handed Lift 232 lb Two-Handed Lift 348 lb Shove & Knock Over 696 lb Running Shove & Knock Over 435 lb Carry On Back 1,450 lb Shift Slightly

Modifier	Reaction
-1	from others

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	13	No	No	1d-2 cr	C	
Natural Attacks	Kick	11	No		1d-1 cr	C,1	
Natural Attacks	Punch	13	10		1d-2 cr	C	
Parker-Schwartzstein Infantry Rifle .313R	Bayonet	13	10		1d+2 imp	1, 2*	10†
Parker-Schwartzstein Infantry Rifle .313R	Butt	12	10		1d+1 cr	C, 1	10†
Parker-Schwartzstein Infantry Rifle .313R	Club	13	10U		1d+5 cr	1, 2*	10†
Survival Knife		12	9		1d cut	C,1	6
Survival Knife		12	9		1d-1 imp	C	6

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Parker-Schwartzstein Infantry Rifle .313R	.313R std. ammo	12	4	3d+1(2) pi	800/3000	1	9+1(3)	-5	3	10†

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Combat	32		▼ Combat			31	
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	Brawling	13	DX+1	2	B182
Daredevil Any time you take an unnecessary risk (in the GM's opinion), you get +1 to all skill rolls	15	B47	Choke Hold (Wrestling) Default: Wrestling - 3	10	-2	2	B230+
Grip Mastery (Rifle) Lets you change grip as a free action	1	MA50	Disarming (Spear) Default: Spear	14	+1	2	B230+
Improvised Weapons (Rifle) Ignore skill penalties when wielding an improvised weapon	1	MA50	Elbow Strike (Brawling) Default: Brawling - 2	12	-1	1	B230+
			Fast-Draw (Knife)	13	DX+1	1	B194
			Feint (Spear) Default: Spear	14	+1	2	B231+
			Ground Fighting (Brawling) Default: Brawling - 4	10	-3	2	B231

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Insomniac Mild (GM secretly rolls 3d for the number of days between episodes)	-10	B140	Guns/TL6 (Longarm)	12	DX+0	1	
Natural Attacks	0	B271	Kicking (Brawling) Default: Brawling - 2	12	-1	2	B231+
▼ Physical	10		Knee Strike (Brawling) Default: Brawling - 1	13	+0	1	B232+
Berserk CR: 12 (Resist Quite Often) Make a self-control roll any time you suffer damage over 1/4 your HP in the space of one second, and whenever you witness equivalent harm to a loved one	-10	B124	Knife	12	DX+0	1	B208
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	Retain Weapon (Spear) Default: Spear	14	+1	2	B232+
Hard to Kill 1 +1/level to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death (due to heart failure, poison, etc.). If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth.	2	B58	Spear	13	DX+1	4	B208
Hard to Subdue 1 +1/level to any HT roll to avoid unconsciousness – whether as a result of injury, drugs, or ultra-tech weapons – and to resist supernatural abilities that cause unconsciousness	2	B59	Staff Default: Spear - 2	12	DX+0	1	B208
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	Tactics	8	IQ-2	1	B224
Night Vision 1	1	B71	Two-Handed Axe/Mace	13	DX+1	4	B208
▼ Quirks	-4		Wrestling	12	DX+0	2	B228
Distinctive Features +1 to others' attempts to identify or follow you	-1	B165	▼ Social			9	
Dull	-1	B164	Area Knowledge (Underworld) Location of its major cities and important sites; awareness of its major customs, ethnic groups, and languages (but not necessarily expertise); names of folk of Status 7+; and a general understanding of the economic and political situation	11	IQ+1	2	B176
Minor Handicap Numb; -1 to attribute, skill, or reaction rolls, as appropriate, in situations where it would logically interfere	-1	B165	Body Language	9	Per-1	1	B181
Staid	-1	B164	Gesture	10	IQ+0	1	B198
▼ Social	-17		Intimidation	11	Will+1	4	B202
Ally (Kobold Orphan) Point total (50% of your starting points); Appears constantly (No roll required)	8	B36	Soldier/TL6	9	IQ-1	1	B221
Cultural Familiarity (Dwarves) Do not suffer the normal -3 penalty for unfamiliarity	1	B23	▼ Survival			19	
Cultural Familiarity (Gnomes) Do not suffer the normal -3 penalty for unfamiliarity	1	B23	Armoury/TL6 (Melee Weapons)	10	IQ+0	2	B178
Cultural Familiarity (Kobolds) Do not suffer the normal -3 penalty for unfamiliarity	1	B23	Armoury/TL6 (Small Arms)	9	IQ-1	1	B178
Dependant (Kobold Orphan) Point total (50% of your starting points); Appears quite often (12-); Friend	-10	B131	Climbing	10	DX-1	1	B183
			Explosives/TL6 (Explosive Ordnance Disposal)	9	IQ-1	1	B194
			First Aid/TL6	10	IQ+0	1	B195
			Hiking	11	HT-1	1	B200
			Knot-Tying	12	DX+0	1	B203
			Lifting	11	HT-1	1	B205
			Navigation/TL6 (Land)	9	IQ-1	1	B211
			Running	11	HT-1	1	B218
			Sewing/TL6	12	DX+0	1	B219
			Stealth	11	DX+0	2	B222
			Survival (Mountain)	10	Per+0	2	B223
			Survival (Underworld)	9	Per-1	1	B223
			Tracking	10	Per+0	2	B226

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Language: Dwarven Spoken (Accented); Written (None)	2	B24					
Language: Kobold Spoken (Broken); Written (None)	1	B24					
Language: Visigardian Native; Spoken (Native); Written (Accented)	-1	B24					
Secret (Ate Kobold meat) Serious Embarrassment	-5	B152					
Social Stigma (Uneducated)	-5	B156					
Struggling Starting wealth is ½ normal	-10	B25					

Qty	Carried Equipment (45.46 lb; \$2,122.25)	Uses	\$	Weight	\$	Weight	Ref
1	Parker-Schwartzstein Infantry Rifle .313R		600	9.2 lb	600	9.2 lb	SW40
1	Survival Knife		45	1 lb	45	1 lb	HT200
1	▼ Armor/Clothes		0	0 lb	1,276	19.56 lb	
1	Medium Helmet Visigardian infantry helmet		60	3 lb	60	3 lb	HT70
1	Aguayo, Spider Silk Shawl of Kobold make, colourful and patterned. Roll 1d; on 5–6, the armor is hit.		160	1.12 lb	160	1.12 lb	
1	Clothing, Ordinary, Status 0 Visigardian infantry uniform		120	2 lb	120	2 lb	HT63
1	Breastplate, Dwarven plate with groin plate		714	8.16 lb	714	8.16 lb	
1	Belt		10	0 lb	10	0 lb	HT31
1	Greaves, Dwarven plate Shin guards. Roll 1d; on 1–3, the armor is hit.		112	1.28 lb	112	1.28 lb	
1	Boots, Steel-Toed DR+4 to toes.		100	4 lb	100	4 lb	HT68
1	▼ Backpack, Small Holds 50lbs.		60	3 lb	191.25	14.7 lb	HT54
1	Gloves, Light Leather Don: 10 secs; Holdout: -1; Flexible and susceptible to blunt trauma (p. B379); +1 DR vs. cutting; Enclosedmittens andgloves protectvs.cold,heat,contactpoison,etc.,but giveBadGrip1(p.B123); Gives Ham-Fisted 1 (p. B138).		15	0.5 lb	15	0.5 lb	LTIA15
5	Bandages One wound.		1	0.1 lb	5	0.5 lb	HT221
1	Blanket Survival -2		20	4 lb	20	4 lb	HT56
1	Charcoal-Filtered Canteen 1qt.		25	3 lb	25	3 lb	HT53
1	Compass		25	0 lb	25	0 lb	HT52
10	Cord "Quantity" represents yards. Supports 350lbs.		1	0.22 lb	10	2.2 lb	HT56
1	Grooming Kit		25	0.5 lb	25	0.5 lb	HT31
1	Matches Box of 50.		0.25	0 lb	0.25	0 lb	HT57
1	Sewing Kit		1	0 lb	1	0 lb	HT31
1	Whetstone		5	1 lb	5	1 lb	HT25
1	Hip Flask Holds 1 pint. Filled weight.		10	1 lb	10	1 lb	HT31