


Portrait	Identity	Miscellaneous	204 Points
	Name: Lizzie Potgieter Title: _____ Player: P.P.A.	Created: Sep 20, 2020 at 12:38 PM Modified: Feb 6, 2021 at 5:57 PM Options: wmdkstC	17 Unspent 0 Race 90 Attributes 98 Advantages -44 Disadvantages -8 Quirks 51 Skills 0 Spells
	Description		
Gender: Female Age: 22 Birthday: June 12 Religion: Vitrus	Height: 5' 6" Weight: 120 lb Size: + 0 TL: 6	Hair: Brown, Wavy, Medium Eyes: Green Skin: Tan Hand: Right	

Attributes	Fatigue Points	Hit Locations	Encumbrance, Move & Dodge																																																																																
[20] 12 Strength (ST) [40] 12 Dexterity (DX) [0] 10 Intelligence (IQ) [20] 12 Health (HT) [5] 11 Will 14 Fright Check [0] 6 Basic Speed [0] 6 Basic Move [5] 11 Perception (Per) 11 Vision 11 Hearing 12 Taste & Smell 11 Touch 1d-1 Basic Thrust 1d+2 Basic Swing	Current [0] Basic Tired Collapse Unconscious Hit Points 12 Current [0] 12 Basic 3 Reeling 0 Collapse -1 Check #1 -2 Check #2 -3 Check #3 -4 Check #4 -6 Dead	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>Penalty</th> <th>DR</th> </tr> </thead> <tbody> <tr><td>-</td><td>Eye</td><td>-9</td><td>0</td></tr> <tr><td>3-4</td><td>Skull</td><td>-7</td><td>2</td></tr> <tr><td>5</td><td>Face</td><td>-5</td><td>0</td></tr> <tr><td>6-7</td><td>Right Leg</td><td>-2</td><td>0</td></tr> <tr><td>8</td><td>Right Arm</td><td>-2</td><td>0</td></tr> <tr><td>9-10</td><td>Torso</td><td>0</td><td>0</td></tr> <tr><td>11</td><td>Groin</td><td>-3</td><td>0</td></tr> <tr><td>12</td><td>Left Arm</td><td>-2</td><td>0</td></tr> <tr><td>13-14</td><td>Left Leg</td><td>-2</td><td>0</td></tr> <tr><td>15</td><td>Hand</td><td>-4</td><td>0</td></tr> <tr><td>16</td><td>Foot</td><td>-4</td><td>2</td></tr> <tr><td>17-18</td><td>Neck</td><td>-5</td><td>0</td></tr> <tr><td>-</td><td>Vitals</td><td>-3</td><td>0</td></tr> </tbody> </table>	Roll	Where	Penalty	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	Right Leg	-2	0	8	Right Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	Left Arm	-2	0	13-14	Left Leg	-2	0	15	Hand	-4	0	16	Foot	-4	2	17-18	Neck	-5	0	-	Vitals	-3	0	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr><td>• 0 None</td><td>29 lb</td><td>6</td><td>10</td></tr> <tr><td>1 Light</td><td>58 lb</td><td>4</td><td>9</td></tr> <tr><td>2 Medium</td><td>87 lb</td><td>3</td><td>8</td></tr> <tr><td>3 Heavy</td><td>174 lb</td><td>2</td><td>7</td></tr> <tr><td>4 X-Heavy</td><td>290 lb</td><td>1</td><td>6</td></tr> </tbody> </table> 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	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
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Modifier	Reaction
+ 1	from ordinary animals
+ 1	from others
-1	from victims of your intolerance (may be as much as -5, at GM's discretion)
+ 2	to others

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	12	No	No	1d-2 cr	C	
Natural Attacks	Kick	10	No		1d-1 cr	C,1	
Natural Attacks	Punch	12	10		1d-2 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Lariat May entangle or ensnare the target; see Special Ranged Weapons (pp. B410-411) and Cloaks (p. B404).	Lasso	13	0	0 spec.	3	1	T(1)	-2		7†
Type 1, Lock-Load, Model Z,12G GL Folding frame stock; Acc 0 and bulk -2 when collapsed, Acc 4 and bulk -5 when extended	Shotgun 12G slug	14	0	2d+3(2) pi++	10/330	1	1(3i)	-2	5	10
Type 1, Lock-Load, Model Z,12G GL Folding frame stock; Acc 0 and bulk -2 when collapsed, Acc 4 and bulk -5 when extended	Shotgun 12G-00 buck	14	0	1d+1 pi	10/330	1x9	1(3i)	-2	5	10

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Gunslinger	25	B58	General			14	
Legal Enforcement Powers 1 Free Secret Romanga Police (Unwilling)	0	B65	Astronomy/TL6 (Observational)	8	IQ-2	1	B179
			Climbing	11	DX-1	1	B183

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Luck Usable once per hour of play	15	B66	Diagnosis/TL6 Default: Veterinary/TL6 - 5	8	IQ-2	1	B187
Talent (Cowgirl) 1	5	B90	First Aid/TL6	12	IQ+2	4	B195
Natural Attacks	0	B271	Hiking	11	HT-1	1	B200
▼ Mental	-18		Naturalist (Earthlike)	9	IQ-1	2	B211
Chummy -1 to IQ-based skills when alone	-5	B126	Running	11	HT-1	1	B218
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	Singing	12	HT+0	1	B220
Empathy (Sensitive)	5	B51	Survival (Plains)	10	Per-1	1	B223
Fear of Ghosts CR: 12 (Resist Quite Often) You are deeply unsettled, terrified, by ghosts. Make a self-control roll at the plausible mention of ghosts or haunting. Roll at -4 if in a purportedly haunted location, or -6 when seeing a ghost (or apparent ghost).	-5	B149	Tracking	10	Per-1	1	B226
Fearlessness 1	2	B55	▼ Self-defense			10	
Hidebound -2 penalty on any task that requires creativity or invention, including most rolls against Artist skill, all Engineer rolls for new inventions, and all skill rolls made to use the Gadgeteer advantage.	-5	B138	Armoury/TL6 (Small Arms)	9	IQ-1	1	B178
Humble	-1	B164	Fast-Draw (Sidearm)	13	DX+1	1	B194
Insecure about her socio-economic status	-1	B162	Fast-Draw/TL6 (Ammo)	13	DX+1	1	B194
Intolerance (Race) Scope: Common	-5	B140	Guns/TL6 (Sidearm)	14	DX+2	4	
Like Apples	-1	B164	Intimidation	11	Will+0	2	B202
Nosy	-1	B164	Two-Handed Axe/Mace	11	DX-1	1	B208
Post-Combat Shakes CR: 15 (Resist Almost All The Time) Make a self-control roll at the end of any battle. If you fail, roll 3d, add the amount by which you failed your self-control roll, and look up the result on the Fright Check Table.	-2	B150	▼ Social			6	
Sense of Duty Children	-5	B153	Body Language	10	Per-1	1	B181
Trauma Uneasy around water	-1		Current Affairs/TL6 (Sports)	10	IQ+0	1	B186
Trauma Wary returning to places not her or a friend's home	-1		Dancing	11	DX-1	1	B187
Truthfulness CR: 9 (Resist Fairly Often) Make a self-control roll whenever you must keep silent about an uncomfortable truth (lying by omission). Roll at -5 if you actually have to tell a falsehood! If you fail, you blurt out the truth, or stumble so much that your lie is obvious.	-7	B159	Detect Lies Default: Body Language - 4	11	Per+0	2	B187
▼ Physical	15		Savoir-Faire (High Society)	10	IQ+0	1	B218
Acute Taste & Smell 1	2	B35	▼ Vocation			21	
Alcohol Tolerance +2 on all HT rolls related to drinking	1	B100	Animal Handling (Bovines)	10	IQ+0	1	B175
			Animal Handling (Dogs)	10	IQ+0	1	B175
			Animal Handling (Equines)	11	IQ+1	2	B175
			Cooking	11	IQ+1	4	B185
			Gardening	10	IQ+0	1	B197
			Knot-Tying	12	DX+0	1	B203
			Lasso	13	DX+1	2	B204
			Riding (Equine)	13	DX+1	2	B217
			Teamster (Equines) Default: Animal Handling (Equines) - 4	10	IQ+0	1	B225
			Veterinary/TL6 Default: Animal Handling (Equines) - 6	11	IQ+1	4	B228
			Weather Sense/TL6	11	IQ+1	2	B209

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Appearance Attractive	4	B21					
Distinctive Features (Smells of apples) +1 to others' attempts to identify or follow you	-1	B165					
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					
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					
Honest Face +1 to trained Acting skill for the sole purpose of "acting innocent"	1	B101					
Quick Folding Stock Collapsing or extending her shotgun's folding stock is a free action.	1						
▼ Social	4						
Animal Empathy	5	B40					
Contact (Amélie de Roquewerre) Effective skill (15); Appears fairly often (9-); Usually reliable Current Affairs (High Culture)	4	B44					
Cultural Familiarity (Confederation) Native Do not suffer the normal -3 penalty for unfamiliarity	0	B23					
Cultural Familiarity (Galician) Do not suffer the normal -3 penalty for unfamiliarity	1	B23					
Language: Galician Spoken (Accented); Written (Broken)	3	B24					
Language: Yanqui Native; Spoken (Native); Written (Accented)	-1	B24					
Patron August von Arnfels; Appears quite rarely (6-); Equipment (open option); Favor	2	B72					
Struggling Starting wealth is ½ normal	-10	B25					

Qty	Carried Equipment (26.14 lb; \$1,500)	Uses	\$	Weight	\$	Weight	Ref
1	Hat, Cloth		6	0 lb	6	0 lb	HT64
1	Clothing, Ordinary, Freeman (Status 0)		120	2 lb	120	2 lb	LT98
1	Riding Boots, High Flexible. 3/6 coverage to legs.		100	6 lb	100	6 lb	HT68
1	Type 1, Lock-Load, Model Z,12G GL Folding frame stock; Acc 0 and bulk -2 when collapsed, Acc 4 and bulk -5 when extended		250	1.8 lb	250	1.8 lb	
1	Lariat May entangle or ensnare the target; see Special Ranged Weapons (pp. B410-411) and Cloaks (p. B404).		40	3 lb	40	3 lb	LT76
1	Ruby Apple Brooch A brooch with a ruby cut to look like an apple, set in gold. Worn as a necklace.		366	0.02 lb	366	0.02 lb	

Qty	Carried Equipment (26.14 lb; \$1,500)	Uses	\$	Weight	\$	Weight	Ref
1	▼ Duffel bag, Small Holds 50lbs. Backpack.		60	3 lb	195	9 lb	HT54
1	Sleeping Bag Survival 0.		100	4 lb	100	4 lb	HT56
1	Thermos Bottle Fragile.		10	2 lb	10	2 lb	HT33
1	Compass		25	0 lb	25	0 lb	HT52
1	▼ Waist Pack Holds 10lbs.		10	1 lb	423	4.32 lb	HT31
1	Pencil		0.4	0.02 lb	0.4	0.02 lb	LT47
1	Notebook Holdout -1		1	0.1 lb	1	0.1 lb	HT17
1	Flashlight 10-yard beam. 2xS/5hrs.		20	1 lb	20	1 lb	HT52
1	Matches Box of 50.		0.25	0 lb	0.25	0 lb	HT57
1	Comb		3	0.2 lb	3	0.2 lb	LT36
10	12-gauge 2.5" (18.5x63mmR) Light cased. Shotshell.		0.5	0.1 lb	5	1 lb	HT176
1	Cash		348.35	0 lb	348.35	0 lb	
1	Multi-Function Knife		25	0 lb	25	0 lb	HT26
1	▼ Small First Aid Kit		10	1 lb	10	1 lb	HT221