


Portrait	Identity	Miscellaneous	228 Points
	✂ Name: Radulf Rodemirson Title: _____ Player: P.P.A.	Created: Sep 24, 2020 at 4:12 PM Modified: Mar 21, 2021 at 3:29 PM Options: WPmdkstC	1 Unspent 0 Race 105 Attributes 107 Advantages -38 Disadvantages -2 Quirks 55 Skills 0 Spells
	Description		
Gender: Male	✂ Height: 1.76 m	✂ Hair: Blond, Curly, Long	
✂ Age: 19	✂ Weight: 59 kg	✂ Eyes: Hazel	
✂ Birthday: late autumn	Size: + 0	✂ Skin: Fair	
Religion: _____	TL: 2	Hand: Right	

Attributes	Fatigue Points	Hit Locations	Encumbrance, Move & Dodge
[20] 12 Strength (ST)	Current	Roll Where Penalty DR	Level Max Load Move Dodge
[20] 11 Dexterity (DX)	[0] Basic	- Eye -9 0	0 None 29 lb 5 8
[40] 12 Intelligence (IQ)	Tired	3-4 Skull -7 6	1 Light 58 lb 4 7
[10] 11 Health (HT)	Collapse	5 Face -5 0	• 2 Medium 87 lb 3 6
[10] 12 Will	Unconscious	6-7 Right Leg -2 5	3 Heavy 174 lb 2 5
12 Fright Check	Hit Points	8 Right Arm -2 5	4 X-Heavy 290 lb 1 4
[0] 5.5 Basic Speed	1 Current	9-10 Torso 0 5	Lifting & Moving Things
[0] 5 Basic Move	[0] 1 Basic	11 Groin -3 5	29 lb Basic Lift
[5] 11 Perception (Per)	3 Reeling	12 Left Arm -2 5	58 lb One-Handed Lift
12 Vision	0 Collapse	13-14 Left Leg -2 5	232 lb Two-Handed Lift
11 Hearing	-1 Check #1	15 Hand -4 0	348 lb Shove & Knock Over
11 Taste & Smell	-2 Check #2	16 Foot -4 2	696 lb Running Shove & Knock Over
11 Touch	-3 Check #3	17-18 Neck -5 3	435 lb Carry On Back
1d-1 Basic Thrust	-4 Check #4	- Vitals -3 5	1,450 lb Shift Slightly
1d+2 Basic Swing	-€ Dead		

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Large Knife	Swung	7	5	No	1d cut	C,1	6
Large Knife	Thrust	7	5	No	1d-1 imp	C	6
Shepherd's Axe Long Axe incl. Hammer Head, LTC2 14; can be used as a walking stick	Swung	13	9U	No	1d+5 cr	1, 2*	11‡
Shepherd's Axe Long Axe incl. Hammer Head, LTC2 14; can be used as a walking stick	Swung	13	9U	No	1d+5 cut	1, 2*	11‡

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Cloak, Leather/Wool, Freeman (Status 0) May entangle or ensnare the target; see Special Ranged Weapons (pp. B410-411) and Cloaks (p. B404).	Throw	6	1	0 spec.	2	1	T(1)	-6		8
Large Knife	Thrown	7	0	1d-1 imp	9/18	1	T(1)	-2		6

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Acute Vision 1	2	B35	Animal Handling (Cattle)	11	IQ-1	1	B175
Ally (Dog) Point total (50% of your starting points); Appears almost all the time (15-)	6	B36	Animal Handling (Dogs)	12	IQ+0	2	B175
Animal Empathy Specialized (All land animals)	3	B40	Animal Handling (Sheep/Goats)	13	IQ+1	4	B175
Appearance Attractive	4	B21	Area Knowledge (Blue Herons) All important citizens and businesses, and most unimportant ones; all public buildings and most houses	12	IQ+0	1	B176
Charisma 1 +1/level to Influence rolls	5	B41	Area Knowledge (Home; Lived there) The inhabitants, trails, streams, hiding places, ambush sites, flora, and fauna of a few hundred acres	13	IQ+1	2	B176
Deep Sleeper	1	B101	Artist (Woodworking)	11	IQ-1	2	B179
▼ Disadvantages	-35		Astronomy/TL2 (Observational)	10	IQ-2	1	B179
Curious CR: 12 (Resist Quite Often)	-5	B129	Boating/TL2 (Sailboat)	10	DX-1	1	B180
Distractible	-1	B164					
Habit Counting things	-1	B164					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Lunacy	-10	B143	Body Language Default: Detect Lies - 4	10	Per-1	1	B181
Magic Susceptibility 1	-3	B143	Brawling	13	DX+2	4	B182
Weirdness Magnet	-15	B161	Climbing	8	DX-1	1	B183
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	Detect Lies	10	Per-1	2	B187
Honest Face	1	B101	Diplomacy	12	IQ+0	4	B187
Lightning Calculator	2	B66	Fast-Talk	11	IQ-1	1	B195
Luck Usable once per hour of play	15	B66	Hidden Lore (Faerie Lore)	11	IQ-1	1	B199
Rapid Healing	5	B79	Hiking	11	HT+0	2	B200
Reputation 1	0	B26	Intimidation	10	Will-2	1	B202
Shapeshifting Point cost of the form's template: 35 * 90 %	32		Knife	11	DX+0	1	B208
Telekinesis 1	5	B92	Lifting	10	HT-1	1	B205
▼ Trance	6		Navigation/TL2 (Land)	11	IQ-1	1	B211
Autotrance	1	B101	Observation	11	Per+0	2	B211
Medium	10	B68	Poetry	12	IQ+0	2	B214
Oblivious	-5	B146	Riding (Equine)	10	DX-1	1	B217
While dreaming	10		Running	10	HT-1	1	B218
▼ Accessibility (Only while dreaming)			Sex Appeal	11	HT+0	2	B219
Channeling	7	B41	Survival (Mountain)	11	Per+0	2	B223
Shapeshifting Projected Form (Only for Alternate Form.)	3	B83	Tracking	10	Per-1	1	B226
Dream Projection	0		Two-Handed Axe/Mace	13	DX+2	8	B208
▼ Alternate Form			Veterinary/TL2 Default: Animal Handling (Sheep/Goats) - 6	11	IQ-1	2	B228
Confused CR: 12 (Resist Quite Often)	0	B129					
Doesn't Breathe	0	B49					
Doesn't Eat or Drink	0	B50					
Doesn't Sleep	0	B50					
Innate Attack (Burn) 1 Armor Divisor (2); Aura; Affects Substantial; Melee Attack (Reach C); Symptom (Stun, at 1/3 Basic HP); Nuisance (Crackling sound & sparks, then bright flash & thunder)	0	B61					
Insubstantiality Always On	0	B62					
Invisibility Substantial Only	0	B63					
Medium	0	B68					
Oblivious	0	B146					
ST 0	0	B14					
Taboo Trait Fixed ST	0						

Qty	Carried Equipment (85.5 lb; \$3,969)	Uses	\$	Weight	\$	Weight	Ref
1	Shepherd's Axe Long Axe incl. Hammer Head, LTC2 14; can be used as a walking stick		100	6.5 lb	100	6.5 lb	LT58
1	Large Knife		40	1 lb	40	1 lb	LT58
1	▼ Backpack, Small 40 lb		60	3 lb	86	22.5 lb	B288

Qty	Carried Equipment (85.5 lb; \$3,969)	Uses	\$	Weight	\$	Weight	Ref
1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it.		5	1 lb	26	19.5 lb	B288
1	Whetstone		1	0.5 lb	1	0.5 lb	LT36+
1	Wash Kit - Soap, Cloth, Towel, etc. Part of Personal Basics		0	0 lb	0	0 lb	B288
1	Utensils Part of Personal Basics		0	0 lb	0	0 lb	B288
7	Food		0	2 lb	0	14 lb	
1	Fire Starter - Tinderbox, Flint and Steel Part of Personal Basics		0	0 lb	0	0 lb	B288
1	Blanket		20	4 lb	20	4 lb	B288
1	Armor		0	0 lb	3,743	55.5 lb	
1	Sewn-in Mail Coat Don: 20 secs; Holdout: -1; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.		3,500	42 lb	3,500	42 lb	
1	Hardened Leather, Heavy Pot Helm, Padded Don: 6 secs; Holdout: -5; Reaction Pen.-1		60	6.2 lb	60	6.2 lb	LTIA13
1	Hardened Leather, Heavy Neck Armor Don: 3 secs; Holdout: -5; Reaction Pen.-1		13	1.3 lb	13	1.3 lb	LTIA15
1	Cloak, Leather/Wool, Freeman (Status 0) May entangle or ensnare the target; see Special Ranged Weapons (pp. B410-411) and Cloaks (p. B404).		90	3 lb	90	3 lb	LT99
1	Boots, Leather Don: 6 secs; Holdout: -4; Flexible and susceptible to blunt trauma (p. B379); -1 DR vs. impaling.		80	3 lb	80	3 lb	LTIA16

Qty	Other Equipment (\$275)	Uses	\$	Weight	\$	Weight	Ref
1	Old Armor		0	0 lb	275	24 lb	
1	Layered Cloth, Light Torso Armor Don: 20 secs; Holdout: 0; Flexible and susceptible to blunt trauma (p. B379)		150	12 lb	150	12 lb	LTIA4
1	Layered Cloth, Light Arm Armor Don: 10 secs; Holdout: 0; Flexible and susceptible to blunt trauma (p. B379)		75	6 lb	75	6 lb	LTIA7
1	Cloth, Padded Leg Armor Don: 15 secs; Holdout: 0; Flexible and susceptible to blunt trauma (p. B379)		50	6 lb	50	6 lb	LTIA10