

Portrait	Identity	Player Information	180 Points
	Name: <b>Thorp</b>	Player: <b>Andy</b>	Attributes: <b>110</b>
	Title: _____	Campaign: <b>Streets of Auburn</b>	Advantages: <b>70</b>
	Religion: _____	Created On: <b>Feb 6, 2010</b>	Disadvantages: <b>-55</b>
Description			
Race: <b>Human</b>	Height: <b>5' 8"</b>	Hair: <b>Brown, Straight, Shoulder</b>	Quirks: <b>-1</b>
Gender: <b>Male</b>	Weight: <b>160 lb</b>	Eyes: <b>Brown</b>	Skills: <b>45</b>
Age: <b>25</b>	Size: <b>+ 0</b>	Skin: <b>White</b>	Spells: <b>11</b>
Birthday: <b>January 1</b>	TL: <b>3</b>	Hand: <b>Right</b>	Race: <b>0</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>10</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>14</b>	• None (0) <b>20 lb</b> <b>6</b> <b>9</b>	- Eye -9 <b>0</b>	Basic FP: <b>11</b>
Intelligence (IQ): <b>11</b>	Light (1) <b>40 lb</b> <b>4</b> <b>8</b>	3-4 Skull -7 <b>2</b>	Tired: <b>3</b>
Health (HT): <b>11</b>	Medium (2) <b>60 lb</b> <b>3</b> <b>7</b>	5 Face -5 <b>0</b>	Collapse: <b>0</b>
Will: <b>11</b>	Heavy (3) <b>120 lb</b> <b>2</b> <b>6</b>	6-7 R. Leg -2 <b>0</b>	Unconscious: <b>-11</b>
Fright Check: <b>11</b>	X-Heavy (4) <b>200 lb</b> <b>1</b> <b>5</b>	8 R. Arm -2 <b>0</b>	Current HP: _____
Basic Speed: <b>6.25</b>	Lifting & Moving Things	9-10 Torso <b>0</b> <b>0</b>	Basic HP: <b>10</b>
Basic Move: <b>6</b>	Basic Lift: <b>20 lb</b>	11 Groin -3 <b>0</b>	Reeling: <b>3</b>
Perception: <b>11</b>	One-Handed Lift: <b>40 lb</b>	12 L. Arm -2 <b>0</b>	Collapse: <b>0</b>
Vision: <b>11</b>	Two-Handed Lift: <b>160 lb</b>	13-14 L. Leg -2 <b>0</b>	Check #1: <b>-10</b>
Hearing: <b>11</b>	Shove & Knock Over: <b>240 lb</b>	15 Hand -4 <b>0</b>	Check #2: <b>-20</b>
Taste & Smell: <b>11</b>	Running Shove & Knock Over: <b>480 lb</b>	16 Foot -4 <b>0</b>	Check #3: <b>-30</b>
Touch: <b>11</b>	Carry On Back: <b>300 lb</b>	17-18 Neck -5 <b>0</b>	Check #4: <b>-40</b>
thr: <b>1d-1</b> sw: <b>1d+1</b>	Shift Slightly: <b>1,000 lb</b>	- Vitals -3 <b>0</b>	Dead: <b>-50</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Absolute Direction</b>	<b>5</b>	<b>B34</b>	<b>Acting</b>	<b>12</b>	<b>IQ+1</b>	<b>4</b>	<b>B174</b>
<b>Dark Vision</b>	<b>25</b>	<b>B47</b>	<b>Cloak</b>	<b>14</b>	<b>DX+0</b>	<b>2</b>	<b>B184</b>
<b>Fit</b>	<b>5</b>	<b>B55</b>	<b>Diagnosis/TL3</b>	<b>10</b>	<b>IQ-1</b>	<b>2</b>	<b>B187</b>
+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)			<b>Holdout</b>	<b>13</b>	<b>IQ+2</b>	<b>8</b>	<b>B200</b>
<b>Magery 1</b>	<b>15</b>	<b>B66</b>	<b>Knife</b>	<b>16</b>	<b>DX+2</b>	<b>4</b>	<b>B208</b>
<b>Single-Minded</b>	<b>5</b>	<b>B85</b>	<b>Poisons/TL3</b>	<b>12</b>	<b>IQ+1</b>	<b>8</b>	<b>B214</b>
<b>Striking ST 1</b>	<b>5</b>	<b>B88</b>	<b>Stealth</b>	<b>16</b>	<b>DX+2</b>	<b>8</b>	<b>B222</b>
<b>Wealth, Comfortable</b>	<b>10</b>	<b>B25</b>	<b>Streetwise</b>	<b>12</b>	<b>IQ+1</b>	<b>4</b>	<b>B223</b>
Starting wealth is twice the average			<b>Acrobatics</b>	<b>13</b>	<b>DX-1</b>	<b>2</b>	<b>B174</b>
<b>Code of Honor</b>	<b>-1</b>	<b>B163</b>	<b>Climbing</b>	<b>14</b>	<b>DX+0</b>	<b>2</b>	<b>B183</b>
No Women, No Kids			<b>Saber</b>	<b>13</b>	<b>DX-1</b>	<b>1</b>	<b>B208</b>
<b>Killjoy</b>	<b>-15</b>	<b>B140</b>					
<b>Secret (Assassin Possible Death)</b>	<b>-30</b>	<b>B152</b>					
<b>Trademark (Coins on the eyes)</b>	<b>-10</b>	<b>B159</b>					

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Blur</b>	<b>Regular</b>	<b>1-5</b>	<b>2 sec</b>	<b>10</b>	<b>IQ-2</b>	<b>1</b>	<b>M113</b>
	<b>Light</b>	<b>Same</b>	<b>1 min</b>				
<b>Continual Light</b>	<b>Regular</b>	<b>2 moon, 4 torch, 6 day</b>	<b>1 sec</b>	<b>10</b>	<b>IQ-2</b>	<b>1</b>	<b>M110</b>
	<b>Light</b>	<b>-</b>	<b>2d days</b>				
<b>Darkness</b>	<b>Area</b>	<b>2</b>	<b>1 sec</b>	<b>13</b>	<b>IQ+1</b>	<b>8</b>	<b>M111</b>
	<b>Light</b>	<b>1</b>	<b>1 min</b>				
<b>Light</b>	<b>Regular</b>	<b>1</b>	<b>1 sec</b>	<b>10</b>	<b>IQ-2</b>	<b>1</b>	<b>M110</b>
	<b>Light</b>	<b>1</b>	<b>1 min</b>				

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Dagger</b>	<b>Thrust</b>	<b>16</b>	<b>10</b>	<b>No</b>	<b>1d-2 imp</b>	<b>C</b>	<b>5</b>
<b>Natural</b>	<b>Kick</b>	<b>12</b>	<b>No</b>		<b>1d-1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>12</b>	<b>No</b>		<b>1d cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>14</b>	<b>10</b>		<b>1d-2 cr</b>	<b>C</b>	
<b>Saber</b>	<b>Swung</b>	<b>13</b>	<b>9F</b>	<b>No</b>	<b>1d cut</b>	<b>1</b>	<b>8</b>
<b>Saber</b>	<b>Thrust</b>	<b>13</b>	<b>9F</b>	<b>No</b>	<b>1d imp</b>	<b>1</b>	<b>8</b>
<b>Saber (Fine Quality)</b>	<b>Swung</b>	<b>13</b>	<b>9F</b>	<b>No</b>	<b>1d+1 cut</b>	<b>1</b>	<b>8</b>
<b>Saber (Fine Quality)</b>	<b>Thrust</b>	<b>13</b>	<b>9F</b>	<b>No</b>	<b>1d+1 imp</b>	<b>1</b>	<b>8</b>

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Dagger</b>	<b>Thrown</b>	<b>10</b>	<b>+ 0</b>	<b>1d-2 imp</b>	<b>5/10</b>	<b>1</b>	<b>T(1)</b>	<b>-1</b>		<b>5</b>

Equipment (4.25 lb; \$1,420)		?	#	\$	Lb	\$	L b	Ref
Dagger	E	1	20	0.25	20	0.25	B272	
Saber	E	1	700	2	700	2	B273	
Saber (Fine Quality)	E	1	700	2	700	2	B273	

Notes