

Portrait	Identity	Player Information	320 Points
	Name: Ambroise Amyot	Player: Image	Race: 0
	Title: _____	Campaign: Monster Hunters	Attributes: 180
	Religion: _____	Created On: Jun 18, 2011	Advantages: 176
Description			Disadvantages: -95
Race: Human	Height: 7' 6"	Hair: Red, Straight, Medium	Quirks: 0
Gender: Male	Weight: 259 lb	Eyes: Blue	Skills: 61
Age: 27	Size: +0	Skin: Pale	Spells: 0
Birthday: September 19	TL: 4	Hand: Right	Earned: -2

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 17	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 13	• None (0) 58 lb 7 13	- Eye -9 5	Basic FP: 14
Intelligence (IQ): 8	Light (1) 116 lb 5 12	3-4 Skull -7 7	Tired: 4
Health (HT): 14	Medium (2) 174 lb 4 11	5-5 Face -5 5	Collapse: 0
Will: 12	Heavy (3) 348 lb 2 10	6-7 Right Leg -2 5	Unconscious: -14
Fright Check: 14	X-Heavy (4) 580 lb 1 9	8-8 Right Arm -2 5	Current HP: _____
Basic Speed: 7	Lifting & Moving Things	9-10 Torso 0 5	Basic HP: 17
Basic Move: 7	Basic Lift: 58 lb	11-11 Groin -3 5	Reeling: 5
Perception: 13	One-Handed Lift: 116 lb	12-12 Left Arm -2 5	Collapse: 0
Vision: 13	Two-Handed Lift: 464 lb	13-14 Left Leg -2 5	Check #1: -17
Hearing: 13	Shove & Knock Over: 696 lb	15-15 Hand -4 5	Check #2: -34
Taste & Smell: 13	Running Shove & Knock Over: 1,392 lb	16-16 Foot -4 5	Check #3: -51
Touch: 13	Carry On Back: 870 lb	17-18 Neck -5 5	Check #4: -68
thr: 1d+2 sw: 3d-1	Shift Slightly: 2,900 lb	- Vitals -3 5	Dead: -85

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Animal Empathy	5	B40	Body Language	13	Per+0	2	B181
Bad Temper CR: 9 (Resist Fairly Often).	-15	B124	Brawling	15	DX+2	4	B182
Berserk CR: 15 (Resist Almost All The Time).	-5	B124	Cloak	13	DX+0	2	B184
Bestial	-10	B124	Intimidation	15	Will+3	12	B202
Bloodlust CR: 9 (Resist Fairly Often).	-15	B125	Observation	13	Per+0	2	B211
Cannot Speak	-15	B125	Rapier	13	DX+0	2	B208
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	Stealth	13	DX+0	2	B222
Damage Resistance 4 Tough Skin (Scratch or Skin Contact affect you; DR is flexible), -40%.	12	B47	Survival (Plains)	13	Per+0	2	B223
Discriminatory Hearing	15	B49	Swimming	14	HT+0	1	B224
Discriminatory Smell Emotion Sense, +50%.	23	B49	Tracking	20	Per+7	28	B226
Enhanced Move (Ground:) 1	20	B52	Wrestling	14	DX+1	4	B228
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					
Immunity to (Transformation)	1	PU2:11					
Infectious Attack	-5	B140					
Injury Tolerance (Unliving) cut x1.5, imp x1, pi- x1/5, pi x1/3, pi+ x1/3, pi++ x1/2 except vs skull or vitals	20	B61					
Lunacy	-10	B143					
Regeneration Fast (You recover 1 HP per minute), +50.	50	B80					
Vulnerability Silver, -5; Wounding x4, x4. x3 vs Silver coated	-20	B161					
Damage Resistance 1	5	B47					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Heavy Cloak		12	No	12	-	-	-
Natural	Kick	13	No		1d+3 cr	C,1	
Natural	Kick w/Boots	13	No		2d cr	C,1	
Natural	Punch	15	13		1d+2 cr	C	
Rapier	Thrust	13	12F	No	1d+3 imp	1,2	9

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Heavy Cloak	Thrown	13	+1	Special	2	1	T(1)	-6		8

#	?	Equipment (7.75 lb; \$550)	\$	W	\$	W	Ref
1	E	Rapier	500	2.75 lb	500	2.75 lb	B273
1	E	Heavy Cloak	50	5 lb	50	5 lb	B287

Notes
Bite (15): 1d+2 crushing; Reach C.