


Portrait	Identity	Player Information	247 Points
	Name: Bruce	Player: Jay	Race: 26
	Title: Scout	Campaign: Queendoms	Attributes: 0
	Religion: _____	Created On: Dec 12, 2019	Advantages: 195
Description			Disadvantages: -35
Race: E,f	Height: _____	Hair: Green	Quirks: -2
Gender: Male	Weight: _____	Eyes: _____	Skills: 65
Age: _____	Size: +0	Skin: _____	Spells: 0
Birthdate: _____	TL: 4	Hand: _____	Unspent: -2

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
	Level Max Load Move Dodge	Roll Where - DR	
Strength (ST): 10	None (0) 20 lb 8 11	- Eye -9 0	Current FP: _____
Dexterity (DX): 15	Light (1) 40 lb 6 10	3-4 Skull -7 4	Basic FP: 12
Intelligence (IQ): 11	Medium (2) 60 lb 4 9	5 Face -5 2	Tired: 3
Health (HT): 12	• Heavy (3) 120 lb 3 8	6-7 Right Leg -2 2	Collapse: 0
Will: 11	X-Heavy (4) 200 lb 1 7	8 Right Arm -2 2	Unconscious: -12
Fright Check: 11		9-10 Torso 0 2	Current HP: _____
Basic Speed: 7.25	Lifting & Moving Things	11 Groin -3 2	Basic HP: 10
Basic Move: 8	Basic Lift: 20 lb	12 Left Arm -2 2	Reeling: 3
Perception: 14	One-Handed Lift: 40 lb	13-14 Left Leg -2 2	Collapse: 0
Vision: 14	Two-Handed Lift: 160 lb	15 Hand -4 2	Check #1: -10
Hearing: 14	Shove & Knock Over: 240 lb	16 Foot -4 2	Check #2: -20
Taste & Smell: 14	Running Shove & Knock Over: 480 lb	17-18 Neck -5 2	Check #3: -30
Touch: 14	Carry On Back: 300 lb	- Vitals -3 2	Check #4: -40
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb		Dead: -50

Advantages & Disadvantages	Pts	Ref
▼ Scout	186	DFA34
▼ Attributes	130	
Increased Dexterity 4	80	DFA8
Increased Health 2	20	DFA8
Increased Intelligence 1	20	DFA8
Increased Strength 1	10	DFA8
▼ Secondary Characteristics	25	
Increased Basic Speed 2	10	DFA11
Increased Perception 3	15	DFA10
▼ Disadvantages	-50	
▼ -15 Points chosen from:	-15	
Overconfidence CR: 12 (Resist Quite Often).	-5	DFA64
Sense of Duty Adventuring Companions, -5.	-5	DFA65
Stubbornness	-5	DFA66
▼ -35 Points Chosen From:	-35	
Or the other category		
Code of Honor (Soldier's)	-10	DFA58
Loner CR: 12 (Resist Quite Often), -2 Reaction Penalty.	-5	DFA63
No Sense of Humor -2 Reaction	-10	DFA63
Paranoia	-10	DFA64
▼ Advantages	81	
Heroic Archer Reduce arrow ready time by one round with roll/penalty and Acc bonus without aiming or ignore bulk	20	DFA35
Outdoorsman 2 Benefit (Bonus to HT rolls to avoid harm from failure of covered skills), +0%.	20	DFA51
▼ 40 Points Chosen From:	41	
Weapon Bond (Composite Bow)	1	DFA54

Advantages & Disadvantages		Pts	Ref
Weapon Master (Bow) One weapon, +20.		20	DFA54
Elf		20	DFA44
Appearance Attractive, +4.		4	DFA44
Decreased Strength 1		-10	DFA8
Elven Gear		1	DFA44
Feature: Green hair		0	
Forest Guardian 2		10	DFA44
Increased Basic Move 1		5	DFA11
Increased Dexterity 1		20	DFA8
Magery		5	DFA41
Sense of Duty Nature		-15	DFA65
Fussy about smells		-1	B162
Wants to be a pirate		-1	B162

Skills		SL	RSL	Pts	Ref
Scout				65	
Bow		21	DX+6	16	DFA83
Camouflage Default: Survival (Woodlands) - 2		17	IQ+6	2	DFA73
Cartography		12	IQ+1	4	DFA74
Climbing		12	DX+0	2	DFA74
Fast-Draw (Arrow)		17	DX+2	1	DFA76
Fast-Draw (Sword)		15	DX+0	1	DFA76
First Aid		11	IQ+0	1	DFA76
Gesture		12	IQ+1	2	DFA77
Hiking		12	HT+0	2	DFA78
Mimicry (Bird Calls)		12	IQ+1	2	DFA83
Navigation Default: Cartography - 4		12	IQ+1	1	DFA84
Observation		15	Per+1	4	DFA84
Seamanship		11	IQ+0	1	DFA88
Search		13	Per-1	1	DFA88
Shadowing Default: Observation - 5		12	IQ+1	4	DFA88
Shield (Buckler)		17	DX+2	4	DFA88
Shortsword		17	DX+2	8	DFA81
Stealth		13	DX+1	1	DFA89
Survival (Woodlands)		17	Per+3	1	DFA90
Swimming includes encumbrance penalty		6	HT+0	1	DFA90
Tracking		16	Per+2	2	DFA92
Traps		12	IQ+1	4	DFA92

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Composite Bow includes Weapon Bond and Weapon Master bonuses		Shoot	22	3	1d+3 imp	200/250	1	1(2)	-7		10↑

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	13	No		1d-2 cr	C,1	
Natural		Kick w/Boots	13	No		1d-1 cr	C,1	
Natural		Punch	15	11		1d-3 cr	C	
Shortsword		Swung	17	12	No	1d cut	1	8

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Shortsword		Thrust	17	12	No	1d-1 imp	1	8
Small Buckler		Shield Bash	17	No	12	1d-2 cr	1	-

#	?	Equipment (62.2825 lb; \$2,462)	\$	W	\$	W	Ref
1	E	Composite Bow includes Weapon Bond and Weapon Master bonuses	900	4 lb	900	4 lb	DFA104
1	E	Shortsword	400	2 lb	400	2 lb	DFA101
1	E	Small Buckler	40	8 lb	40	8 lb	DFA107
1	E	▼ Heavy Cloth or Leather Suit	0	0 lb	465	38 lb	DFA108
1	E	Heavy Cloth or Leather Body Armor	158	12.6 lb	158	12.6 lb	DFA108
1	E	Heavy Cloth or Leather Boots	52	4.2 lb	52	4.2 lb	DFA108
1	E	Heavy Cloth or Leather Gloves	15	2 lb	15	2 lb	DFA108
1	E	Heavy Cloth or Leather Helmet (Full Face)	53	4.2 lb	53	4.2 lb	DFA108
1	E	Heavy Cloth or Leather Leggings	112	9 lb	112	9 lb	DFA108
1	E	Heavy Cloth or Leather Sleeves	75	6 lb	75	6 lb	DFA108
1	E	Clothing	120	2 lb	120	2 lb	DFA110
1	E	▼ Quick-Release Backpack 40 lb. Drop as Free Action. Fragile items break on 1 on 1d.	300	3 lb	537	8.2825 lb	DFA112
1	E	▼ Canteen Holds 1 qt of liquid	10	1 lb	10	3 lb	DFA111
1	E	Water (1 Quart)	0	2 lb	0	2 lb	DFA111
1	E	▼ Pouch 3 lb small items	10	0.2 lb	222	0.7825 lb	DFA111
1	E	Gold Coin (Piece of Eight)	50	0.0025 lb	50	0.0025 lb	DFA95
7	E	Silver Coin	20	0.02 lb	140	0.14 lb	DFE73
22	E	Copper Coin	1	0.02 lb	22	0.44 lb	DFE73
1	E	Rations One meal	2	0.5 lb	2	0.5 lb	DFA111
1	E	Torch Burns for 1 hour, 2 yd.	3	1 lb	3	1 lb	DFA111

Notes

CHARACTER POINTS

Starting Total = 247 because 3 CP spent for +\$1500 in starting gear.

ENCUMBRANCE

Releasing my backpack will reduce my Encumbrance from Heavy(3) to Medium(2). (My 41 lb Leather Suit means my minimum encumbrance is Medium(2).)