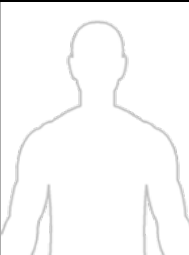


Portrait 	Identity		Player Information		150 Points	
	Name: <b>Montgomery-Emerson Prator-Fisk</b> Title: _____ Religion: _____		Player: <b>jokim</b> Campaign: _____ Created On: <b>Oct 26, 2014</b>		Race: <b>21</b> Attributes: <b>100</b> Advantages: <b>70</b> Disadvantages: <b>-75</b> Quirks: <b>-5</b> Skills: <b>56</b> Spells: <b>0</b> Earned: <b>-17</b>	
Description						
Race: <b>Human</b>		Height: <b>3'</b>		Hair: <b>Black, Wavy, Long</b>		
Gender: <b>Male</b>		Weight: <b>40 lb</b>		Eyes: <b>Brown</b>		
Age: <b>19</b>		Size: <b>-2</b>		Skin: <b>Pale</b>		
Birthday: <b>December 26</b>		TL: <b>4+2</b>		Hand: <b>Right</b>		

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST): <b>8</b>	Dexterity (DX): <b>15</b>	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____	Basic FP: <b>10</b>
Intelligence (IQ): <b>14</b>	Health (HT): <b>10</b>	• None (0)	<b>13 lb</b>	<b>6</b>	<b>10</b>	-	Eye	-9	0	Tired: <b>3</b>	Collapse: <b>0</b>
Will: <b>13</b>	Fright Check: <b>15</b>	Light (1)	<b>26 lb</b>	<b>4</b>	<b>9</b>	3-4	Skull	-7	4	Unconscious: <b>-10</b>	Current HP: _____
Basic Speed: <b>6.25</b>	Basic Move: <b>6</b>	Medium (2)	<b>39 lb</b>	<b>3</b>	<b>8</b>	5	Face	-5	2	Basic HP: <b>8</b>	Reeling: <b>2</b>
Perception: <b>14</b>	Vision: <b>14</b>	Heavy (3)	<b>78 lb</b>	<b>2</b>	<b>7</b>	6-7	R. Leg	-2	2	Collapse: <b>0</b>	Check #1: <b>-8</b>
Hearing: <b>14</b>	Taste & Smell: <b>14</b>	X-Heavy (4)	<b>130 lb</b>	<b>1</b>	<b>6</b>	8	R. Arm	-2	2	Check #2: <b>-16</b>	Check #3: <b>-24</b>
Touch: <b>14</b>	thr: <b>1d-3</b> sw: <b>1d-2</b>	Lifting & Moving Things				9-10	Torso	0	2	Check #4: <b>-32</b>	Dead: <b>-40</b>
						11	Groin	-3	2		
						12	L. Arm	-2	2		
						13-14	L. Leg	-2	2		
						15	Hand	-4	2		
						16	Foot	-4	2		
						17-18	Neck	-5	2		
						-	Vitals	-3	2		

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Callous</b>	-5	B125	<b>Acrobatics</b>	13	DX-2	1	B174
<b>Chummy (Gregarious)</b> React to others at +4; -2 to IQ-based skills when alone, or -1 in a group of 4 or less	-10	B126	<b>Area Knowledge (Vornheim)</b>	14	IQ+0	1	B176
<b>Code of Honor (Professional)</b>	-5	B127	<b>Area Knowledge (Airship Routes)</b>	14	IQ+0	1	B176
<b>Compulsive Generosity</b> CR: 12 (Quite Often), +10% Cost of Living Increase.	-5	B128	<b>Area Knowledge (Haven)</b>	14	IQ+0	1	B176
<b>Delusion (Halfling destiny)</b> Major, -10.	-10	B130	<b>Airshipman/TL4+2</b>	14	IQ+0	1	B185
<b>Reputation 4</b> People Affected (victims of mercenaries), x0.5; Recognized all the time, x1.	-10	B26	<b>Arm Lock (Judo)</b>	19	+1	1	B230
<b>Jealousy</b>	-10	B140	<b>Climbing</b>	14	DX-1	1	B183
<b>Light Sleeper</b>	-5	B142	<b>Crossbow</b>	15	DX+0	1	B186
<b>Overconfidence</b> CR: 12 (Quite Often).	-5	B148	<b>Detect Lies</b>	12	Per-2	1	B187
<b>Stubbornness</b>	-5	B157	<b>Disarming (Judo)</b>	19	+1	2	B230, MA70
<b>Workaholic</b>	-5	B162	<b>Escape</b>	13	DX-2	1	B192
<b>Dreamer</b>	-1	B164	<b>Finger Lock (Arm Lock)</b>	17	-2	2	B231, MA73
<b>Expression</b> "The halflings will save the world despite itself"	-1	B164	<b>Hand Catch (Judo Parry)</b>	11	-2	2	MA84
<b>Habit</b> Drawing pyramids	-1	B164	<b>Judo</b> can parry 2 attacks per turn	18	DX+3	16	B203
<b>Nosy</b>	-1	B164	<b>Leadership</b>	14	IQ+0	1	B204
<b>Proud</b>	-1	B164	<b>Mechanic/TL4+2 (Lighter-Than-Air)</b>	13	IQ-1	1	B207
<b>Halfling</b>	21	Haven	<b>Meteorology/TL4+2 (Earthlike)</b>	13	IQ-1	1	B209
<b>Luck</b> Usable once per hour of play	15	B66	<b>Navigation/TL4+2 (Air)</b>	13	IQ-1	1	B211
<b>Decreased Basic Move 1</b>	-5	B16	<b>Piloting/TL4+2 (Lighter-Than-Air)</b>	14	DX-1	1	B214
<b>Night Vision 1</b>	1	B71	<b>Power Blow</b> 2x ST for next hit, -10 for instant, -5 for 1 turn	11	Will-2	1	B215
<b>Reduced Size 2</b>	0		<b>Pressure Points</b>	14	IQ+0	4	B215
<b>Telescopic Vision 2</b>	10	B92	<b>Public Speaking</b>	14	IQ+0	1	B216
			<b>Roll with Blow (Judo)</b>	17	-1	2	MA87
			<b>Runesmithing (Air)</b>	13	IQ-1	1	
			<b>Savoir-Faire (Military)</b>	14	IQ+0	1	B218
			<b>Shortsword</b>	14	DX-1	1	B209

Advantages & Disadvantages	Pts	Ref
<b>Air Adept 2</b> Focus (+1 DX for 1 second and 1 fatigue, lasts 1 minute), +0; Lift (25 pounds per level), +0%; Wind Blast (Range 10/100, RoF 1, Acc 3, Dam 2d per level (knockback only)), +0%.	20	
▽ <b>Purple Lotus Blessing</b>	0	
<b>Enhanced Attributes</b> Enhanced IQ +2, +0; Enhanced DX +1, +0.	0	
<b>Clairsentience</b> 10 ft, 2x range per +1 fatigue	0	
<b>Trained by a Master</b>	30	B93
<b>Charisma 1</b> +1/level to Influence rolls	5	B41
<b>Body of Metal</b> ▽ Distracting voices while changed, +0. 5 secs & 3 fatigue to shift; lasts 5 minutes; 1 fatigue per 5 minutes to maintain	0	
<b>DR 9</b>	0	
<b>Doesn't Breathe</b>	0	B49
<b>Injury Tolerance (Homogenous)</b>	0	B60
<b>Pressure Support 3</b>	0	B77
<b>Vacuum Support</b>	0	B96
<b>Sealed</b>	0	B82
<b>Immunity to Metabolic Hazards</b> all disease and poison	0	
<b>Combat Reflexes</b> 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

Skills	SL	RSL	Pts	Ref
<b>Sleight of Hand</b>	13	DX-2	1	B221
<b>Stealth</b>	14	DX-1	1	B222
<b>Strategy (Air)</b>	12	IQ-2	1	B222
<b>Streetwise</b>	13	IQ-1	1	B223
<b>Tactics</b>	12	IQ-2	1	B224
<b>Throwing</b>	14	DX-1	1	B226
<b>Whirlwind Attack (Judo)</b>	14	- 4	2	B232, MA89

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Natural</b>	Kick	13	No		1d-3 cr	C,1	
<b>Natural</b>	Kick w/Boots	13	No		1d-2 cr	C,1	
<b>Natural</b>	Punch	15	11		1d-4 cr	C	
<b>Shortsword</b>	Swung	14	11	No	1d-2 cut	1	8
<b>Shortsword</b>	Thrust	14	11	No	1d-3 imp	1	8

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Crossbow (ST8)</b>		15	4	1d+1 imp	160/200	1	1(4)	- 6		8†

Equipment (13 lb; \$655)	?	#	\$	W	\$	W	Ref
<b>Leather Armor</b>	E	1	100	5 lb	100	5 lb	B283
<b>Shortsword</b>	E	1	400	2 lb	400	2 lb	B273
<b>Crossbow (ST8)</b>	E	1	155	6 lb	155	6 lb	B276
<b>Equipment</b>	E	1	0	0 lb	0	0 lb	

Notes