

	<b>Identity</b>	<b>Player Information</b>	<b>231 Points</b>
	Name: <b>Gray</b> Title: <b>Monster</b> Religion:	Player: <b>Joush</b> Campaign: <b>Grimwyld</b> Created On: <b>Feb 4, 2016</b>	Race: <b>20</b> Attributes: <b>136</b> Advantages: <b>49</b> Disadvantages: <b>-32</b> Quirks: <b>-4</b> Skills: <b>59</b> Spells: <b>0</b> Earned: <b>3</b>
<b>Description</b>			
Race: <b>Human hybrid</b>	Height: <b>7' 2"</b>	Hair: <b>Black</b>	
Gender: <b>Male</b>	Weight: <b>330 lb</b>	Eyes: <b>Amber</b>	
Age: <b>31</b>	Size: <b>+ 1</b>	Skin: <b>Gray</b>	
Birthday: <b>May 1</b>	TL: <b>4</b>	Hand: <b>Right</b>	

<b>Attributes</b>	<b>Encumbrance, Move &amp; Dodge</b>				<b>Hit Location</b>				<b>Fatigue/Hit Points</b>	
Strength (ST): <b>18</b> Dexterity (DX): <b>11</b> Intelligence (IQ): <b>8</b> Health (HT): <b>12</b> Will: <b>12</b> Fright Check: <b>14</b> Basic Speed: <b>6</b> Basic Move: <b>8</b> Perception: <b>14</b> Vision: <b>14</b> Hearing: <b>14</b> Taste & Smell: <b>14</b> Touch: <b>14</b> thr: <b>1d+2</b> sw: <b>3d</b>	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:	
	None (0)	<b>97 lb</b>	<b>8</b>	<b>13</b>	-	Eye	-9	<b>2</b>	Basic FP:	<b>12</b>
	• Light (1)	<b>194 lb</b>	<b>6</b>	<b>12</b>	3-4	Skull	-7	<b>8</b>	Tired:	<b>3</b>
	Medium (2)	<b>291 lb</b>	<b>4</b>	<b>11</b>	5	Face	-5	<b>6</b>	Collapse:	<b>0</b>
	Heavy (3)	<b>582 lb</b>	<b>3</b>	<b>10</b>	6-7	R. Leg	-2	<b>6</b>	Unconscious:	<b>-12</b>
	X-Heavy (4)	<b>970 lb</b>	<b>1</b>	<b>9</b>	8	R. Arm	-2	<b>6</b>	Current HP:	
	<b>Lifting &amp; Moving Things</b>				9-10	Torso	0	<b>6</b>	Basic HP:	<b>20</b>
	Basic Lift: <b>97 lb</b>				11	Groin	-3	<b>6</b>	Reeling:	<b>6</b>
	One-Handed Lift: <b>194 lb</b>				12	L. Arm	-2	<b>6</b>	Collapse:	<b>0</b>
	Two-Handed Lift: <b>776 lb</b>				13-14	L. Leg	-2	<b>6</b>	Check #1:	<b>-20</b>
	Shove & Knock Over: <b>1,164 lb</b>				15	Hand	-4	<b>6</b>	Check #2:	<b>-40</b>
	Running Shove & Knock Over: <b>2,328 lb</b>				16	Foot	-4	<b>6</b>	Check #3:	<b>-60</b>
	Carry On Back: <b>1,455 lb</b>				17-18	Neck	-5	<b>6</b>	Check #4:	<b>-80</b>
	Shift Slightly: <b>4,850 lb</b>				-	Vitals	-3	<b>6</b>	Dead:	<b>-100</b>

<b>Advantages &amp; Disadvantages</b>	Pts	Ref	<b>Skills</b>	SL	RSL	Pts	Ref
<b>Lupine Scorned</b>	<b>20</b>		<b>Background</b>				
<b>Discriminatory Smell</b>	<b>15</b>	<b>B49</b>	<b>Housekeeping</b>	<b>8</b>	<b>IQ+0</b>	<b>1</b>	<b>B200</b>
<b>Regeneration</b> Regular (You recover 1 HP per hour), +25; Bane (Burning), -50%; Bane (Silver), -10%.	<b>10</b>	<b>B80</b>	<b>Soldier/TL4</b>	<b>8</b>	<b>IQ+0</b>	<b>2</b>	<b>B221</b>
<b>Damage Resistance 2</b> Tough Skin (Effects that just require skin contact or a scratch ignore this DR), -40%.	<b>6</b>	<b>B47</b>	<b>Combat</b>				
<b>Night Vision 5</b>	<b>5</b>	<b>B71</b>	<b>Brawling</b>	<b>13</b>	<b>DX+2</b>	<b>4</b>	<b>B182</b>
<b>Teeth, Fangs</b>	<b>2</b>	<b>B91</b>	<b>Broadsword</b>	<b>15</b>	<b>DX+4</b>	<b>16</b>	<b>B208</b>
<b>Fur</b>	<b>1</b>	<b>B101</b>	<b>Fast-Draw (Sword)</b>	<b>12</b>	<b>DX+1</b>	<b>1</b>	<b>B194</b>
<b>Horrible Hangovers</b>	<b>-1</b>	<b>B165</b>	<b>Guns/TL4 (Musket)</b>	<b>12</b>	<b>DX+1</b>	<b>2</b>	<b>B198</b>
<b>Appearance</b> Ugly, -8. -2 Reaction Rolls with Humanlike	<b>-8</b>	<b>B21</b>	<b>Shield (Shield)</b>	<b>12</b>	<b>DX+1</b>	<b>2</b>	<b>B220</b>
<b>Social Stigma (Scorned)</b> -2 Reaction from others; +2 Reaction in own group	<b>-10</b>	<b>B155</b>	<b>Throwing</b>	<b>10</b>	<b>DX-1</b>	<b>1</b>	<b>B226</b>
<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)	<b>15</b>	<b>B43</b>	<b>Knife</b>	<b>11</b>	<b>DX+0</b>	<b>1</b>	<b>B208</b>
<b>Lifting ST 4</b> Size 1, -10%.	<b>11</b>	<b>B65</b>	<b>Thrown Weapon (Knife)</b>	<b>11</b>	<b>DX+0</b>	<b>1</b>	<b>B226</b>
<b>High Pain Threshold</b> Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	<b>10</b>	<b>B59</b>	<b>Wrestling</b>	<b>13</b>	<b>DX+2</b>	<b>8</b>	<b>B228</b>
<b>Resistant</b> Disease, +10; +8 to all HT rolls to resist, x0.5.	<b>5</b>	<b>B81</b>	<b>Movement</b>				
<b>Fit</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>5</b>	<b>B55</b>	<b>Animal Handling (Equines)</b>	<b>8</b>	<b>IQ+0</b>	<b>2</b>	<b>B175</b>
			<b>Climbing</b>	<b>10</b>	<b>DX+0</b>	<b>2</b>	<b>B183</b>
			<b>Hiking</b>	<b>12</b>	<b>HT+0</b>	<b>2</b>	<b>B200</b>
			<b>Riding (Equine)</b>	<b>10</b>	<b>DX-1</b>	<b>1</b>	<b>B217</b>
			<b>Stealth</b>	<b>10</b>	<b>DX+0</b>	<b>2</b>	<b>B222</b>
			<b>Swimming</b>	<b>11</b>	<b>HT+1</b>	<b>1</b>	<b>B224</b>
			<b>Social</b>				
			<b>Area Knowledge (Grayhold; Lived there)</b> General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+	<b>8</b>	<b>IQ+0</b>	<b>1</b>	<b>B176</b>
			<b>Body Language</b>	<b>14</b>	<b>Per+0</b>	<b>2</b>	<b>B181</b>
			<b>Gesture</b>	<b>8</b>	<b>IQ+0</b>	<b>1</b>	<b>B198</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Shield-Wall Training</b>	1	PU2:7	<b>Intimidation</b>	12	Will+0	2	B202
<b>Power Grappling</b> You may base DX-based grappling rolls on ST	1	MA51	<b>Singing</b>	12	HT+0	1	B220
<b>Penetrating Voice</b>	1	B101	<b>Wilderness</b>				
<b>Language: The tongue of Men</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	<b>Survival (Woodlands)</b>	13	Per-1	1	B223
<b>Gigantism</b>	0	B20	<b>Tracking</b>	14	Per+0	2	B226
<b>Cultural Familiarity (Men)</b> Native, -1.	0	B23					
<b>Proud</b>	-1	B164					
<b>Overweight</b> +1 ST vs. knockback	-1	B19					
<b>Careful</b>	-1	B163					
<b>Broad-Minded</b>	-1	B163					
<b>Sense of Duty</b> Friends and Companions, -5.	-5	B153					
<b>Berserk</b> CR: 15 (Resist Almost All The Time); Battle Rage, +50%.	-7	B124					
<b>Pacifism: Cannot Harm Innocents</b>	-10	B148					
<b>Easy to Read</b>	-10	B134					

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Broadsword</b> Fine (Balanced) SM+1	Swung	16	15	No	3d+2 cut	1	15	
<b>Broadsword</b> Fine (Balanced) SM+1	Thrust	16	15	No	1d+4 cr	1	15	
<b>Dagger</b> SM +1	Thrust	13	12	No	1d+2 imp	C	8	
<b>Large Shield</b>	Shield Bash	12	No	13	1d+2 cr	1	0	
<b>Natural</b>	Kick	11	No		1d+3 cr	C,1		
<b>Natural</b>	Kick w/Boots	11	No		1d+4 cr	C,1		
<b>Natural</b>	Punch	13	13		1d+2 cr	C		
<b>Teeth, Fangs</b>	Bite	13	No	No	1d+2 imp	C		

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Dagger</b> SM +1	Thrown	11	0		1d+2 imp	9/18	1	T(1)	-1		8

Equipment (165.81 lb; \$7,787.5)		? #	\$	W	\$	W	Ref
<b>Backpack, Small</b>	E	1	60	3 lb	207.5	30 lb	B288
<b>Clothing, Summer, Poor (Status -2) SM+1</b> Thin shirt, Trousers, Rope Belt	C	1	22.5	2.25 lb	22.5	2.25 lb	LT97
<b>Blanket</b>	E	1	20	4 lb	20	4 lb	B288
<b>Climbing Gear</b> Hammer, spikes, carabiners	E	1	20	4 lb	20	4 lb	B288
<b>Cord, 3/16", 20 yards</b> Supports 90 lbs.	E	1	2	1 lb	2	1 lb	B288
<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	E	1	5	1 lb	5	1 lb	B288
<b>Rope, 3/4", 20 yards</b> Supports 1,100 lbs.	E	1	50	10 lb	50	10 lb	B288
<b>Traveler's Rations</b> One meal	E	9	2	0.5 lb	18	4.5 lb	B288
<b>Wineskin</b>	E	1	10	0.25 lb	10	0.25 lb	B288
<b>Clothing, Ordinary, Freeman (Status 0) SM+1</b> Surcoat, Shirt, Trousers, Underclothes	E	1	270	4.5 lb	270	4.5 lb	LT98

Equipment (165.81 lb; \$7,787.5)		? #	\$	W	\$	W	Ref
<b>Broadsword</b> Fine (Balanced) SM+1	E 1	500	4.5 lb	500	4.5 lb	B271	
<b>Dagger</b> SM +1	E 1	45	0.56 lb	45	0.56 lb	LT56	
<b>Large Shield</b>	E 1	90	25 lb	90	25 lb	B287	
<b>Thrusting Broadsword</b>	- 1	600	3 lb	600	3 lb	B271	
<b>Sollerets, Fine Mail SM+1</b> Don: 6 secs; Holdout: -3; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.	E 1	202.5	3.375 lb	202.5	3.375 lb	LTIA16	
<b>Mail, Fine Torso Armor SM+1</b> Don: 15 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.	E 1	2,025	33.75 lb	2,025	33.75 lb	LTIA5	
<b>Mail, Fine Coif SM+1</b> Don: 5 secs; Holdout: -3; Reaction Pen.-2; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.	E 1	607.5	10.125 lb	607.5	10.125 lb	LTIA14	
<b>Mail, Fine Leg Armor SM+1</b> Don: 15 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.	E 1	2,025	33.75 lb	2,025	33.75 lb	LTIA10	
<b>Mail, Fine Arm Armor SM+1</b> Don: 8 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing.	E 1	1,012.5	16.875 lb	1,012.5	16.875 lb	LTIA8	
<b>Gauntlets, Fine Mail SM+1</b> Don: 10 secs; Holdout: -3; Flexible and susceptible to blunt trauma (p. B379); -2 DR vs. crushing; Gives Ham-Fisted 2 (p. B138).	E 1	202.5	3.375 lb	202.5	3.375 lb	LTIA15	

Notes