

	Identity	Player Information	168 Points
	Name: AMES Title: _____ Religion: _____	Player: Mara Kalat Campaign: DBS Traveler Created On: Aug 5, 2014	Race: 0 Attributes: 37 Advantages: 173 Disadvantages: -84 Quirks: -5 Skills: 27 Spells: 0 Earned: 20
	Description		
Race: Human Gender: Female Age: 19 Birthday: _____	Height: 5' 5" Weight: 148 lb Size: + 0 TL: 13	Hair: Deep Brown, Straight, Short Eyes: Brown Skin: Pale Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																														
Strength (ST): 7 Dexterity (DX): 11 Intelligence (IQ): 12 Health (HT): 9 Will: 10 Fright Check: 12 Basic Speed: 5.5 Basic Move: 5 Perception: 13 Vision: 13 Hearing: 13 Taste & Smell: 13 Touch: 13 thr: 1d-3 sw: 1d-2	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td>9.8 lb</td> <td>5</td> <td>9</td> </tr> <tr> <td>Light (1)</td> <td>19.6 lb</td> <td>4</td> <td>8</td> </tr> <tr> <td>Medium (2)</td> <td>29.4 lb</td> <td>3</td> <td>7</td> </tr> <tr> <td>Heavy (3)</td> <td>58.8 lb</td> <td>2</td> <td>6</td> </tr> <tr> <td>X-Heavy (4)</td> <td>98 lb</td> <td>1</td> <td>5</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>9.8 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>19.6 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>78.4 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>117.6 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>235.2 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>147 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>490 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	9.8 lb	5	9	Light (1)	19.6 lb	4	8	Medium (2)	29.4 lb	3	7	Heavy (3)	58.8 lb	2	6	X-Heavy (4)	98 lb	1	5	Lifting & Moving Things		Basic Lift:	9.8 lb	One-Handed Lift:	19.6 lb	Two-Handed Lift:	78.4 lb	Shove & Knock Over:	117.6 lb	Running Shove & Knock Over:	235.2 lb	Carry On Back:	147 lb	Shift Slightly:	490 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr><td>-</td><td>Eye</td><td>-9</td><td>0</td></tr> <tr><td>3-4</td><td>Skull</td><td>-7</td><td>2</td></tr> <tr><td>5</td><td>Face</td><td>-5</td><td>0</td></tr> <tr><td>6-7</td><td>R. Leg</td><td>-2</td><td>0</td></tr> <tr><td>8</td><td>R. Arm</td><td>-2</td><td>0</td></tr> <tr><td>9-10</td><td>Torso</td><td>0</td><td>0</td></tr> <tr><td>11</td><td>Groin</td><td>-3</td><td>0</td></tr> <tr><td>12</td><td>L. Arm</td><td>-2</td><td>0</td></tr> <tr><td>13-14</td><td>L. Leg</td><td>-2</td><td>0</td></tr> <tr><td>15</td><td>Hand</td><td>-4</td><td>0</td></tr> <tr><td>16</td><td>Foot</td><td>-4</td><td>0</td></tr> <tr><td>17-18</td><td>Neck</td><td>-5</td><td>0</td></tr> <tr><td>-</td><td>Vitals</td><td>-3</td><td>0</td></tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	0	<table border="1"> <tbody> <tr><td>Current FP: 11</td></tr> <tr><td>Basic FP: 11</td></tr> <tr><td>Tired: 3</td></tr> <tr><td>Collapse: 0</td></tr> <tr><td>Unconscious: -11</td></tr> <tr><td>Current HP: 10</td></tr> <tr><td>Basic HP: 10</td></tr> <tr><td>Reeling: 3</td></tr> <tr><td>Collapse: 0</td></tr> <tr><td>Check #1: -10</td></tr> <tr><td>Check #2: -20</td></tr> <tr><td>Check #3: -30</td></tr> <tr><td>Check #4: -40</td></tr> <tr><td>Dead: -50</td></tr> </tbody> </table>	Current FP: 11	Basic FP: 11	Tired: 3	Collapse: 0	Unconscious: -11	Current HP: 10	Basic HP: 10	Reeling: 3	Collapse: 0	Check #1: -10	Check #2: -20	Check #3: -30	Check #4: -40	Dead: -50
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Language: Basic / English / Native Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	Computer Operation/TL13	12	IQ+0	1	B184
Appearance Attractive, +4.	4	B21	Escape	13	DX+2	2	B192
Chameleon 2 Extended (Radar & Infravision), +0%; Always On, -10%.	9	B41	Forgery/TL13	12	IQ+0	4	B196
Doesn't Breathe	20	B49	Research/TL13	12	IQ+0	2	B217
Doesn't Eat or Drink	10	B50	Stealth	14	DX+3	4	B222
Enhanced Time Sense	45	B52	Urban Survival	14	Per+1	4	B228
Combat Reflexes (from Enhanced Time Sense) 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)	0	B43	Polearm	11	DX+0	2	B208
Flexibility	5	B56	Holdout	12	IQ+0	2	B200
Flight Newtonian Space Flight, +25%; Space Flight Only, -75%.	20	B56	Climbing	15	DX+4	4	B183
Enhanced Move (Space:) 1 Handling Penalty 5, -25%.	15	B52	Electronics Operation/TL13 (Media)	12	IQ+0	2	B189
G-Experience 1 0G	1	B57					
Hard to Kill 2	4	B58					
Injury Tolerance (Unliving)	20	B61					
Less Sleep 1	2	B65					
Silence 1	5	B85					
Zeroed	10	B100					
Honest Face	1	B101					
Sanitized Metabolism	1	B101					
Deep Sleeper	1	B101					
Skinny -2 ST vs. knockback	-5	B18					
Wealth Poor (Starting wealth is 1/5 average), -15.	-15	B25					

Advantages & Disadvantages	Pts	Ref
Colorblindness	-10	B127
Electrical	-20	B134
Fearfulness 2	-4	B136
Oblivious	-5	B146
Pacifism: Reluctant Killer	-5	B148
Demophobia (Crowds) CR: 12 (Quite Often).	-15	B149
Shyness Mild, -5.	-5	B154
Broad-Minded	-1	B163
Dislikes Authority	-1	B164
Like Sunlight	-1	B164
Cannot Float	-1	B165
Incompetence (Piloting)	-1	B164

Skills	SL	RSL	Pts	Ref

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	9	No		1d-3 cr	C,1	
Natural	Kick w/Boots	9	No		1d-2 cr	C,1	
Natural	Punch	11	9		1d-4 cr	C	
Quarterstaff	Swung	7	9	No	1d cr	1,2	7↑
Quarterstaff	Thrust	7	9	No	1d-1 cr	1,2	7↑

Equipment (4 lb; \$10)	?	#	\$	W	\$	W	Ref
Quarterstaff	E	1	10	4 lb	10	4 lb	B273

Notes

 /** Language **\
 |>-Native (Speak & Write)
 | -Basic / English / Standard
 |_____

 /** Reaction Modifiers **\
 |>-[Appearance]: +1
 | -Attractive
 |_____
 |>-[Status]: +0
 | <None>
 |_____
 |>-[Reputation]: +0
 | <None>
 |_____