


Portrait 	Identity	Player Information	225 Points
	Name: Bryan Brents - Berserk Title: _____ Religion: _____	Player: _____ Campaign: Joker's Challenge Created On: 12.02.2007	Attributes: 161 Advantages: 94 Disadvantages: -45 Quirks: -5 Skills: 20 Spells: 0 Race: 0 Earned: 0
Description			
Race: Human	Height: 6'	Hair: Blonde, long	
Gender: Male	Weight: 157 lb	Eyes: Green	
Age: 20	Size: +0	Skin: Pale	
Birthday: Juni 17	TL: 8	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																																														
Strength (ST): 12 Dexterity (DX): 14 Intelligence (IQ): 10 Health (HT): 14 Will: 11 Fright Check: 11 Basic Speed: 7 Basic Move: 7 Perception: 12 Vision: 12 Hearing: 12 Taste & Smell: 12 Touch: 12 thr: 1d-1 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>29 lb</td> <td>7</td> <td>12</td> </tr> <tr> <td>Light (1)</td> <td>58 lb</td> <td>5</td> <td>11</td> </tr> <tr> <td>Medium (2)</td> <td>87 lb</td> <td>4</td> <td>10</td> </tr> <tr> <td>Heavy (3)</td> <td>174 lb</td> <td>2</td> <td>9</td> </tr> <tr> <td>X-Heavy (4)</td> <td>290 lb</td> <td>1</td> <td>8</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>29 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>58 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>232 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>348 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>696 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>435 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>1.45 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	29 lb	7	12	Light (1)	58 lb	5	11	Medium (2)	87 lb	4	10	Heavy (3)	174 lb	2	9	X-Heavy (4)	290 lb	1	8	Lifting & Moving Things		Basic Lift:	29 lb	One-Handed Lift:	58 lb	Two-Handed Lift:	232 lb	Shove & Knock Over:	348 lb	Running Shove & Knock Over:	696 lb	Carry On Back:	435 lb	Shift Slightly:	1.45 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>8</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>8</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	8	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	8	<table border="1"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td>14</td> </tr> <tr> <td>Tired:</td> <td>4</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Unconscious:</td> <td>-14</td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td>15</td> </tr> <tr> <td>Reeling:</td> <td>4</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Check #1:</td> <td>-15</td> </tr> <tr> <td>Check #2:</td> <td>-30</td> </tr> <tr> <td>Check #3:</td> <td>-45</td> </tr> <tr> <td>Check #4:</td> <td>-60</td> </tr> <tr> <td>Dead:</td> <td>-75</td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	14	Tired:	4	Collapse:	0	Unconscious:	-14	Current HP:	_____	Basic HP:	15	Reeling:	4	Collapse:	0	Check #1:	-15	Check #2:	-30	Check #3:	-45	Check #4:	-60	Dead:	-75
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Appearance (Monstrous)	-20	B21	▽ Skill				
Berserk (CR: 12)	-10	B124	Acrobatics	15	DX+1	8	B174
Bloodlust (CR: 15)	-5	B125	Brawling	16	DX+2	4	B182
Combat Reflexes +2 to Fright Checks; 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	Carousing	14	HT+0	1	B183
Dislikes if he can't control things	-1	B164	Climbing	14	DX+0	2	B183
Dislikes hot weather	-1	B164	Guns/TL8 (Submachine Gun)	15	DX+1	2	B198
Enhanced Dodge	15	B51	Jumping	14	DX+0	1	B203
Enhanced Move (Ground Move: 14) 1	20	B52	Stealth	14	DX+0	2	B222
Hard to Kill 1	2	B58					
Impulsiveness (CR: 12)	-10	B139					
Innate Attack (Impaling) Long Claws (Melee Attack (c)) (no blunt trauma) Armor-Divisor 2 - Damage: 5d (imp)	40	B61					
Likes drinking a lot	-1	B164					
Likes Carnivores	-1	B164					
Likes Heavy Metal	-1	B164					
Night Vision 2	2	B71					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	14	No		1d-1 cr	C,1	
Natural	Kick w/Boots	14	No		1d cr	C,1	
Natural	Punch	16	12		1d-2 cr	C	

Equipment (2 lb; \$400)	?	#	\$	W	\$	W	Ref
Ballistic Vest	E	1	400	2 lb	400	2 lb	B284

Notes
Human Form: Size-Modifier 0 ST:10 DX:14 IQ:13 HT:14 Per:13 Will:13 HP:13