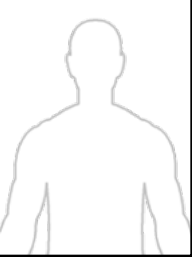


Portrait	Identity	Player Information	100 Points
	Name: Jacobi the Kelbian Title: Southpaw, Storm of the Desert Religion:	Player: owner Campaign: Created On: Jun 12, 2010	Attributes: 54 Advantages: 15 Disadvantages: -20 Quirks: -2 Skills: 31 Spells: 22 Race: 0 Earned: 0
	Description		
Race: Human	Height: 6"	Hair: Blacc, Long, Beard	
Gender: Male	Weight: 149 lb	Eyes: Brown	
Age: 34	Size: +0	Skin: Dark Tan	
Birthday: December 10	TL: 4	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit																																																																																																																														
Strength (ST): 9 Dexterity (DX): 11 Intelligence (IQ): 12 Health (HT): 10 Will: 12 Fright Check: 12 Basic Speed: 5 Basic Move: 5 Perception: 11 Vision: 11 Hearing: 11 Taste & Smell: 11 Touch: 11 thr: 1d-2 sw: 1d-1	<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>16 lb</td> <td>5</td> <td>8</td> </tr> <tr> <td>Light (1)</td> <td>32 lb</td> <td>4</td> <td>7</td> </tr> <tr> <td>Medium (2)</td> <td>48 lb</td> <td>3</td> <td>6</td> </tr> <tr> <td>Heavy (3)</td> <td>96 lb</td> <td>2</td> <td>5</td> </tr> <tr> <td>X-Heavy (4)</td> <td>160 lb</td> <td>1</td> <td>4</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>16 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>32 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>128 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>192 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>384 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>240 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>800 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	16 lb	5	8	Light (1)	32 lb	4	7	Medium (2)	48 lb	3	6	Heavy (3)	96 lb	2	5	X-Heavy (4)	160 lb	1	4	Lifting & Moving Things		Basic Lift:	16 lb	One-Handed Lift:	32 lb	Two-Handed Lift:	128 lb	Shove & Knock Over:	192 lb	Running Shove & Knock Over:	384 lb	Carry On Back:	240 lb	Shift Slightly:	800 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"> <thead> <tr> <th colspan="2">Fatigue/Hit</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>10</td> </tr> <tr> <td>Reeling:</td> <td>3</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Check #1:</td> <td>-10</td> </tr> <tr> <td>Check #2:</td> <td>-20</td> </tr> <tr> <td>Check #3:</td> <td>-30</td> </tr> <tr> <td>Check #4:</td> <td>-40</td> </tr> <tr> <td>Dead:</td> <td>-50</td> </tr> </tbody> </table>	Fatigue/Hit		Current FP:	—	Basic FP:	14	Tired:	4	Collapse:	0	Unconscious:	-14	Current HP:	—	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
Magery 1	15	B66	Bow	12	DX+1	4	B182
Trickster CR: 12 (Quite Often).	-15	B159	Innate Attack (Magic)	13	DX+2	4	B201
Curious CR: 12 (Quite Often).	-5	B129	Dreaming	11	Will-1	2	B188
Humble	-1	B164	Escape	10	DX-1	2	B192
Dislikes enclosed spaces	-1	B164	Falconry	12	IQ+0	2	B194
			Fortune-Telling	12	IQ+0	2	B196
			Dream Interpretation				
			Knife	12	DX+1	2	B208
			Riding (Equine)	11	DX+0	2	B217
			Survival Desert	11	Per+0	2	B223
			Weather Sense/TL4	12	IQ+0	2	B209
			Animal Handling (Equines)	11	IQ-1	1	B175
			Animal Handling (Raptors)	11	IQ-1	1	B175
			Brawling	11	DX+0	1	B182
			First Aid/TL4	12	IQ+0	1	B195
			Meditation	10	Will-2	1	B207
			Navigation/TL4 (Land)	11	IQ-1	1	B211
			Stealth	10	DX-1	1	B222

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Lightning	Missile Air/Weather	1-Magery -	1-3 sec Instant	13	IQ+0	4	M196
Body of Air	Regular/R-HT Air	4 1	5 sec 1 min	12	IQ-1	2	M24
Explosive Lightning	Missile Air/Weather	2-2xMagery -	1-3 sec Instant	12	IQ-1	2	M196
Windstorm	Area Air	2 Half	Instant 1 min	12	IQ-1	2	M25
Air Jet	Regular Air	1-3 Same	1 sec 1 sec	11	IQ-2	1	M24
Air Vision	Regular Air/Knowledge	1 per mile Half	1 sec 1 min	11	IQ-2	1	M24
Create Air	Area Air	1 -	1 sec 5 sec	11	IQ-2	1	M23
Destroy Air	Area Air	2 -	1 sec Instant	11	IQ-2	1	M24

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Purify Air	Area Air	1 -	1 sec Instant	11	IQ-2	1	M23
Shape Air	Regular Air	1-10 -	1 sec 1 min	11	IQ-2	1	M24
Shocking Touch	Melee Air/Weather	1-3 -	1 sec Instant	11	IQ-2	1	M196
Block	Blocking Protection	1 per DB -	1 sec Instant	11	IQ-2	1	M166
Seek Water	Info Water	2 -	1 sec Instant	11	IQ-2	1	M184
Purify Water	Special Water	1/gal -	5-10/gal# Permanent	11	IQ-2	1	M184
Ward	Blocking Meta	2 or 3 -	1 sec Instant	11	IQ-2	1	M122
Reflect	Blocking Meta	4 or 6 -	1 sec Instant	11	IQ-2	1	M122

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Air Jet	Jet	7	No		2d kb/point	1/point	
Shocking Touch	Punch	11	8		1d-3 cr +1d+1 burn/point C		

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcd	ST
Explosive Lightning		7	3	1d-1 burn ex/2 points	50/100					
Lightning		7	3	1d-1 burn/point	50/100					

Notes