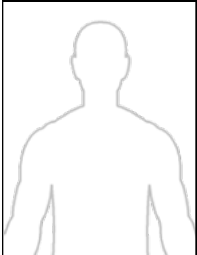


Portrait	Identity	Player Information	100 Points
	Name: <b>Kelvin Stonz</b>	Player: <b>Jeffraw</b>	Attributes: <b>90</b>
	Title: _____	Campaign: <b>Modern Day/Mundane</b>	Advantages: <b>11</b>
	Religion: _____	Created On: <b>Jun 17, 2011</b>	Disadvantages: <b>-34</b>
Description			
Race: <b>Human</b>	Height: <b>6' 1"</b>	Hair: <b>Black, Shaggy and Messy</b>	Quirks: <b>-2</b>
Gender: <b>Male</b>	Weight: <b>170 lb</b>	Eyes: <b>Pale Green</b>	Skills: <b>35</b>
Age: <b>15</b>	Size: <b>+0</b>	Skin: <b>Brown</b>	Spells: <b>0</b>
Birthday: <b>May 5</b>	TL: <b>8</b>	Hand: <b>Ambidexterous</b>	Race: <b>0</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>10</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>12</b>	• None (0) <b>20 lb</b> <b>5</b> <b>8</b>	- Eye -9 0	Basic FP: <b>11</b>
Intelligence (IQ): <b>12</b>	Light (1) <b>40 lb</b> <b>4</b> <b>7</b>	3-4 Skull -7 2	Tired: <b>3</b>
Health (HT): <b>11</b>	Medium (2) <b>60 lb</b> <b>3</b> <b>6</b>	5 Face -5 0	Collapse: <b>0</b>
Will: <b>12</b>	Heavy (3) <b>120 lb</b> <b>2</b> <b>5</b>	6-7 R. Leg -2 0	Unconscious: <b>-11</b>
Fright Check: <b>12</b>	X-Heavy (4) <b>200 lb</b> <b>1</b> <b>4</b>	8 R. Arm -2 0	Current HP: _____
Basic Speed: <b>5.75</b>	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: <b>10</b>
Basic Move: <b>5</b>	Basic Lift: <b>20 lb</b>	11 Groin -3 0	Reeling: <b>3</b>
Perception: <b>12</b>	One-Handed Lift: <b>40 lb</b>	12 L. Arm -2 0	Collapse: <b>0</b>
Vision: <b>12</b>	Two-Handed Lift: <b>160 lb</b>	13-14 L. Leg -2 0	Check #1: <b>-10</b>
Hearing: <b>12</b>	Shove & Knock Over: <b>240 lb</b>	15 Hand -4 0	Check #2: <b>-20</b>
Taste & Smell: <b>12</b>	Running Shove & Knock Over: <b>480 lb</b>	16 Foot -4 0	Check #3: <b>-30</b>
Touch: <b>12</b>	Carry On Back: <b>300 lb</b>	17-18 Neck -5 0	Check #4: <b>-40</b>
thr: <b>1d-2</b> sw: <b>1d</b>	Shift Slightly: <b>1,000 lb</b>	- Vitals -3 0	Dead: <b>-50</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b>	<b>11</b>		<b>Acting</b>	<b>12</b>	<b>IQ+0</b>	<b>2</b>	<b>B174</b>
<b>Ambidexterity</b>	<b>5</b>	<b>B39</b>	<b>Breath Control</b>	<b>11</b>	<b>HT+0</b>	<b>4</b>	<b>B182</b>
<b>Flexibility</b>	<b>5</b>	<b>B56</b>	<b>Bicycling</b>	<b>12</b>	<b>DX+0</b>	<b>1</b>	<b>B180</b>
<b>Good with the elderly</b>	<b>1</b>	<b>PU2:13</b>	<b>Climbing</b>	<b>16</b>	<b>DX+4</b>	<b>4</b>	<b>B183</b>
<b>Disadvantages</b>	<b>-34</b>		<b>Dancing (East Coast Swing)</b>	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B187</b>
<b>Appearance</b>	<b>-4</b>	<b>B21</b>	<b>Escape</b>	<b>14</b>	<b>DX+2</b>	<b>2</b>	<b>B192</b>
Unattractive, -4.			<b>Forced Entry</b>	<b>12</b>	<b>DX+0</b>	<b>1</b>	<b>B196</b>
<b>Code of Honor (Gentlemen Thief)</b>	<b>-10</b>	<b>B163</b>	<b>Holdout</b>	<b>13</b>	<b>IQ+1</b>	<b>4</b>	<b>B200</b>
If you enter a house uninvited, leave it cleaner than you found it; if you must take something from someone, leave a note or find some other way to explain your reasons; if you must lie to someone, tell them the truth as soon as you can; treat everyone with respect...even if you aren't invited, you're still a guest in their homes or lives, so you better behave accordingly			<b>Lockpicking/TL8</b>	<b>13</b>	<b>IQ+1</b>	<b>4</b>	<b>B206</b>
<b>Overconfidence</b>	<b>-5</b>	<b>B148</b>	<b>Pickpocket</b>	<b>11</b>	<b>DX-1</b>	<b>2</b>	<b>B213</b>
CR: 12 (Quite Often).			<b>Observation</b>	<b>13</b>	<b>Per+1</b>	<b>4</b>	<b>B211</b>
<b>Reputation (Weirdo)</b>	<b>-5</b>	<b>B26</b>	<b>Running</b>	<b>11</b>	<b>HT+0</b>	<b>2</b>	<b>B218</b>
People Affected (Almost everyone), x1; Recognized all the time, x1.			<b>Search</b>	<b>12</b>	<b>Per+0</b>	<b>2</b>	<b>B219</b>
<b>Skinny</b>	<b>-5</b>	<b>B18</b>	<b>Sports (Baseball)</b>	<b>11</b>	<b>DX-1</b>	<b>1</b>	<b>B222</b>
-2 ST vs. knockback							
<b>Social Stigma (Minor)</b>	<b>-5</b>	<b>B155</b>					
-2 Reaction							
<b>Quirks</b>	<b>-2</b>						
<b>Carries a baseball bat as a walking stick</b>	<b>-1</b>						
<b>Always wears a suit</b>	<b>-1</b>						

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Natural</b>	<b>Kick</b>	<b>10</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>10</b>	<b>No</b>		<b>1d-1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>12</b>	<b>9</b>		<b>1d-3 cr</b>	<b>C</b>	

## Notes

Kelvin Stonz sees himself as a gentlemen thief...a sort of James Bond. The rest of the world sees him as a strange, gangly teenager in a suit who always carries a baseball bat and occasionally breaks into people's houses for the hell of it. It's hard to say why Kelvin is so motivated to break into houses...it's definitely not for the money. Maybe he just gets an odd thrill from it. Regardless, he could definitely use a friend. And a any friend of Kelvin's has access to his incredibly useful skills...