Portrait

Identity							
Name:	Herbert	Wells					
Title:							
Religion:							

Player Information Player: dvberkel Campaign: Shephards Created On: Jul 14, 2016

Hair: Black, Wavy, Medium

Eyes: Brown

Skin: Pale

Hand: Right

20 lb

40 lb

160 lb

240 lb

480 lb

300 lb

1,000 lb

142 Points Race: Attributes: Advantages: Disadvantages: -55 Quirks: 0 Skills: 49 Spells:

Earned:

- 3

1 1	Gend	er: Male
/ N \		ge: 2 7
В	irthda	ay: April 3
Attributes		En
Strength (ST):	10	Level
Dexterity (DX):	10	None

Race: Human

Encumbrance, Move & Dodge									
Level	Max Load	Move	Dodge						
None (0)	20 lb	5	8						
Light (1)	40 lb	4	7						
• Medium (2)	60 lb	3	6						
Heavy (3)	120 lb	2	5						
X-Heavy (4)	200 lb	1	4						
Lifting & Moving Things									

Height: 5' 10"

Weight: 120 lb

Size: **+ 0**

TL:4

Description

Hit	Hit Location							
Roll	Roll Where							
-	Eye	-9	0					
3-4	Skull	-7	2					
5	Face	-5	0					
6-7	R. Leg	-2	2					
8	R. Arm	-2	2					
9-10	Torso	0	4					
11	Groin	-3	4					
12	L. Arm	-2	2					
13-14	L. Leg	-2	2					
15	Hand	-4	2					
16	Foot	-4	2					
17-18	Neck	-5	0					
-	Vitals	-3	4					

		Fatigue/Hit Points						
	DR	Current FP:						
9	0	Basic FP: 10						
7	0 2 0	Tired: 3						
5	0	Collapse: 0						
2	2	Unconscious: -10						
2	2 2 4	Current HP:						
		Basic HP: 10						
3	4							
2	2	Reeling: 3						
2	2	Collapse: 0						
1	2 2 2 2 0	Check #1: -10						
1	2	Check #2: -20						
5	0	Check #3: -30						
3	4	Check #4: -40						
,	7	Dead: -50						
i		DSI Dtc Dof						

Dexterity (DX): 10	None (0)		20 lb			
Intelligence (IQ): 13	Light (1)		40 lb			
Health (HT): <u>1 0</u>	• Medium (2)		60 lb			
Will: 13	Heavy (3)		120 lb			
Fright Check: 13	X-Heavy (4)		200 lb			
Basic Speed: 5	Lift	ing &	Moving ⁻	Thi		
Basic Move: _5 Basic Lift:						
Perception: 14 One-Handed Lift:						
Vision: 14		Two-l	Handed L	ift:		
Hearing: 14	Shov	e & K	nock Ove	er:		
Taste & Smell: 14	Running Shove	e & K	nock Ove	r:		
Touch: 14 Carry On Back:						
thr: 1d-2 sw: 1d Shift Slightly:						
Advantages & Disadvantages Pts Ref						

tiir. Id-2 Sw. Id	<u> </u>	
Advantages & Disadvantages	Pts	Ref
→ Advantages	6 4	
Absolute Direction	5	B34
Absolute Timing	2	B35
Color Skill Compensation	-15	
Eidetic Memory	1 0	B51
Photographic, +5.		
Filter Lungs	5	B55
Hard to Kill 1	2	B58
Increased Perception 1	5	B16
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B 2 4
Lightning Calculator Intuitive Mathematician, +3.	5	B66
Power Investiture 2	2 0	B77
Rapier Wit	5	B79
Talent (Gifted Artist) 4 Reaction Bonus (Buyers and Critics), +0%.	2 0	B90,PU3:10
□ Disadvantages	-40	
Code of Honor (Gentleman's)	-10	B127
Easy to Read	-10	B134
Flashbacks (Mild, -2, 2D seconds)	- 5	B136
Guilt Complex	- 5	B137
Honesty CR: 12 (Resist Quite Often).	-10	B138

Skills	SL	RSL	Pts	Ref
Accounting	11	IQ-2	1	B174
Administration	1 2	IQ-1	1	B174
Architecture/TL4	1 2	IQ-1	1	B176
Artist (Body Art) Default: Artist (Calligraphy) - 4	1 5	IQ+2	1	B179
Artist (Calligraphy)	1 5	IQ+2	1	B179
Artist (Drawing) Default: Artist (Calligraphy) - 2	1 5	IQ+2	1	B179
Artist (Painting) Default: Artist (Calligraphy) - 2	1 5	IQ+2	1	B179
Artist (Sculpting)	1 5	IQ+2	1	B179
Artist (Woodworking)	1 5	IQ+2	1	B179
Astronomy/TL4	11	IQ-2	1	B179
Cartography/TL4	1 2	IQ-1	1	B183
Connoisseur (Literature) Default: Literature - 3	1 2	IQ-1	1	B185
Connoisseur (Music)	1 2	IQ-1	1	B185
Connoisseur (Visual Arts)	1 2	IQ-1	1	B185
Cryptography/TL4	11	IQ-2	1	B186
Herb Lore/TL4	10	IQ-3	1	B199
Hidden Lore	1 2	IQ-1	1	B199
Innate Attack (Beam)	10	D X + 0	1	B201
Innate Attack (Projectile)	10	D X + 0	1	B201
Naturalist	11	IQ-2	1	B211
Navigation/TL4 Default: Astronomy/TL4 - 5	1 2	IQ-1	1	B211
Research/TL4	1 2	IQ-1	1	B217
Staff	13	DX+3	1 2	B208
⊽ color				
Archaeology	11	IQ-2	1	B176
Biology/TL4 (Life)	10	IQ-3	1	B180
Computer Hacking/TL4	1 0	IQ-3	1	B184

Computer Operation/TL4 13 IQ+0 1 B18	Advantages & Disadvantages	Pts Ref	Skills SL RSL Pts Ref
Programming/TL4 Computer			Computer Operation/TL4 13 IQ+0 1 B18
Computer			Computer 11 IQ-2 1 B18
Programming/TL4 (AI)			Programming/TL4
Electrician/TL4			
Geology/TL4 (Earthlike)			Programming/TL4 (AI)
Linguistics 11 IQ-2 1 B20 Literature 11 IQ-2 1 B20 Mathematics/TL4 11 IQ-2 1 B20 (Applied) Mathematics/TL4 (Pure) 11 IQ-2 1 B20 Meteorology/TL4 12 IQ-1 1 B20 Public Speaking 12 IQ-1 1 B21 Theology 11 IQ-2 1 B22 Spells Class Mana Cost Time SL RSL Pts Ref			Electrician/TL4 12 IQ-1 1 B18
Literature			Geology/TL4 (Earthlike) 11 IQ-2 1 B19
Mathematics/TL4			Linguistics 11 IQ-2 1 B20
(Applied)			Literature 11 IQ-2 1 B20
Mathematics/TL4 (Pure)			Mathematics/TL4 11 IQ-2 1 B20
Meteorology/TL4			(Applied)
Public Speaking 1 2 IQ-1 1 B 2 1 Theology			Mathematics/TL4 (Pure) 11 IQ-2 1 B20
Theology 11 IQ-2 1 B22 Spells Class Mana Cost Time SL RSL Pts Ref			Meteorology/TL4 12 IQ-1 1 B20
Spells Class Mana Cost Time SL RSL Pts Ref			Public Speaking 12 IQ-1 1 B21
			Theology 1 1 IQ-2 1 B22
	Spells	Class	Mana Cost Time SL RSL Pts Ref
Acid Ball Missile 1-Magery 1-3 sec 11 IQ-2 1 M19	Acid Ball	Missile	1-Magery 1-3 sec 11 IQ-2 1 M19

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Acid Ball	Missile	1-Magery	1-3 sec	11	IQ-2	1	M191
	Water	-	Instant				
Acid Jet	Regular	1-3	1 sec	11	IQ-2	1	M192
	Water	1-3	1 sec				
Body of Flames	Regular	1 2	5 sec	10	IQ-3	1	M 7 6
	Fire	4	1 min				
Body of Metal	Regular	1 2	5 sec	11	IQ-2	1	M183
	Technological/Metal	6	1 min				
Cure Disease	Regular	4	10 min	11	IQ-2	1	M 9 1
	Healing	-	Permanent				
Explosive Fireball	Missile	2-2xMagery#	1-3 sec	11	IQ-2	1	M 7 5
	Fire	-	Instant				
Explosive Fireball	Missile	2-2xMagery#	1-3 sec	11	IQ-2	1	M 7 5
	Fire	-	Instant				
Extinguish Fire	Regular	3	1 sec	11	IQ-2	1	M 7 2
	Fire	-	Permanent				
Fireball	Missile	1-Magery	1-3 sec	11	IQ-2	1	M 7 4
	Fire	-	Instant				
Illusion Disguise	Regular	3	1 sec	11	IQ-2	1	M 9 6
	Illusion & Creation	-	Until illusion ends				
Return Missile	Blocking	2	1 sec	11	IQ-2	1	M 168
	Protection	-	Instant				
Major Healing	Regular	1 - 4	1 sec	10	IQ-3	1	M 9 1
	Healing	-	Permanent				

Melee Weapons	Usage	LvI	Parry	Block	Damage	Reach	ST
Acid Jet	Jet	10	No		1d-1 cor/point	1/point	
Body of Flames	Punch	10	8		1d burn	С	
Natural	Kick	8	No		1d-2 cr	C,1	
Natural	Kick w/Boots	8	No		1d-1 cr	C,1	
Natural	Punch	10	8		1d-3 cr	С	
Quarterstaff	Swung	13	11	No	1d+2 cr	1,2	7†
Quarterstaff	Thrust	13	11	No	1d cr	1,2	7†

Ranged Weapons	Usage	LvI	Acc	Damage	Range	RoF	Shots	Bulk	RcI	ST
Acid Ball		10	1	1d cor/point	20/40					
Explosive Fireball		10	1	1d burn ex/2 points	25/50					
Fireball		10	1	1d burn/point	25/50					

Equipment (52 lb; \$715)	?	#	\$	W	\$	W	Ref
Quarterstaff	Ε	1	10	4 lb	1 0	4 lb	B273
Scale Armor	Ε	1	420	35 lb	420	35 lb	B283
Heavy Leather Leggings	Е	1	6 0	4 lb	6 0	4 lb	B283

Equipment (52 lb; \$715)	?	#	\$	W	\$	W	Ref
Heavy Leather Sleeves	Е	1	5 0	2 lb	5 0	2 lb	B283
Leather Gloves	E	1	3 0	0 lb	3 0	0 lb	B284
Boots	E	1	8 0	3 lb	8 0	3 lb	B284
₩ Backpack, Small	E	1	6 0	3 lb	6 5	4 lb	B288
Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	Е	1	5	1 lb	5	1 lb	B288

tinderbox or flint and steel, towel, etc., as TL permits.			
Notes			