


Portrait	Identity	Player Information	86 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: Sergeant	Campaign: _____	Attributes: 10
	Religion: K-theorist	Created On: Oct 13, 2015	Advantages: 66
Description			
Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long	Disadvantages: -50
Gender: Male	Weight: 154 lb	Eyes: Green	Quirks: -5
Age: 35	Size: + 0	Skin: Pale	Skills: 48
Birthday: February 12	TL: 4	Hand: Right	Spells: 17
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 8	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 10	None (0) 13 lb 4 9	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 13	Light (1) 26 lb 3 8	3-4 Skull -7 2	Tired: 3
Health (HT): 9	Medium (2) 39 lb 2 7	5 Face -5 0	Collapse: 0
Will: 13	• Heavy (3) 78 lb 1 6	6-7 R. Leg -2 0	Unconscious: -11
Fright Check: 13	X-Heavy (4) 130 lb 1 5	8 R. Arm -2 0	Current HP: _____
Basic Speed: 4.75	Lifting & Moving Things		Basic HP: 8
Basic Move: 4	Basic Lift: 13 lb		Reeling: 2
Perception: 9	One-Handed Lift: 26 lb		Collapse: 0
Vision: 9	Two-Handed Lift: 104 lb		Check #1: -8
Hearing: 9	Shove & Knock Over: 156 lb		Check #2: -16
Taste & Smell: 9	Running Shove & Knock Over: 312 lb		Check #3: -24
Touch: 9	Carry On Back: 195 lb		Check #4: -32
thr: 1d-3 sw: 1d-2	Shift Slightly: 650 lb		Dead: -40

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Advantages	66		Acting	12	IQ-1	1	B174
Eidetic Memory	10	B51	Carousing	9	HT+0	1	B183
Photographic, +5.			▼ Color				
Extra Fatigue Points 2	6	B16	Accounting	15	IQ+2	1	B174
Language: Common	0	B24	Default: Finance - 4				
Native, -6; Spoken (Native), +3; Written (Native), +3.			Astronomy	15	IQ+2	1	B179
Language: Magic	6	B24	Cryptography/TL4	15	IQ+2	1	B186
Spoken (Native), +3; Written (Native), +3.			Default: Mathematics/TL4 (Cryptology) - 5				
Less Sleep 4	8	B65	Finance	15	IQ+2	1	B195
Magery 2	25	B66	Mathematics (Applied)	15	IQ+2	1	207
▼ Perks	6		Default: Engineer/TL4 (Clockwork) - 5				
Accessory (Unusual Body Cavity)	1	B100	Mathematics (Applied)	15	IQ+2	1	207
Surgically added, Watertight, openable/closeable			Default: Engineer/TL4 (Clockwork) - 5				
Deep Sleeper	1	B101	Mathematics (Pure)	15	IQ+2	1	B207
Penetrating Voice	1	B101	Mathematics/TL4 (Cryptology)	15	IQ+2	1	B207
Reduced Consumption 2	2	B80	Physics	14	IQ+1	1	B213
Food Only, -50%.			Crossbow	11	DX+1	2	B186
Signature Gear 1	1	B85	Detect Lies	7	Per-2	1	B187
Gear is worth (starting wealth)/10 per level			Diplomacy	11	IQ-2	1	B187
Social Chameleon	5	B86	Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
▼ Color	0		Engineer/TL4 (Combat)	15	IQ+2	1	B190
Modifier, x0.			Fast-Talk	12	IQ-1	1	B195
Lightning Calculator	0	B66	Innate Attack (Beam)	11	DX+1	2	B201
Intuitive Mathematician, +3.			Innate Attack (Breath)	11	DX+1	2	B201
Talent (Mathematical Ability) 4	0	B90,PU3:12	Innate Attack (Projectile)	11	DX+1	2	B201
Reaction Bonus (Engineers and scientists), +0%.			Intimidation	12	Will-1	1	B202
Curious	0	B129	Default: Acting - 3				
CR: 12 (Quite Often).			Knife	11	DX+1	2	B208
			Leadership	12	IQ-1	1	B204
			Mimicry (Speech)	11	IQ-2	1	B210

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Trickster CR: 12 (Quite Often).	0	B159	Panhandling Default: Fast-Talk - 2	13	IQ+0	1	B212
▽ Disadvantages	-55		Performance Default: Acting - 2	12	IQ-1	1	B212
Appearance Monstrous, -20.	-20	B21	Poisons/TL4	11	IQ-2	1	B214
Bully CR: 9 (Fairly Often).	-15	B125	Politics	12	IQ-1	1	B214
Disturbing Voice	-10	B132	Public Speaking	12	IQ-1	1	B216
▽ Quirks	-5		Rapier	10	DX+0	2	B208
Chauvinistic Status	-1	B163	Riding (Camel)	9	DX-1	1	B217
Glasses	-1		Savoir-Faire (High Society)	13	IQ+0	1	B218
Heisenquirk	-1		Savoir-Faire (Magical)	13	IQ+0	1	F136
Heisenquirk	-1		Savoir-Faire (Military)	13	IQ+0	1	B218
Heisenquirk	-1		Savoir-Faire (Police)	13	IQ+0	1	B218
Skinny -2 ST vs. knockback	-5	B18	Sex Appeal	8	HT-1	1	B219
			Shield (Buckler)	11	DX+1	2	B220
			Streetwise	12	IQ-1	1	B223
			Thaumatology	12	IQ-1	1	B225
			Throwing	10	DX+0	2	B226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▽ Communication							
Sense Foes	Info/Area Communication	1/area, min 2	1 sec Instant	13	IQ+0	1	M44
▽ Body Control							
Itch	Regular Body Control	2	1 sec Until scratched	13	IQ+0	1	M35
▽ Healing							
Lend Energy	Regular Healing	1/pt	1 sec Permanent	13	IQ+0	1	M89
Lend Vitality	Regular Healing	1/pt	1 sec 1 hour	13	IQ+0	1	M89
Major Healing	Regular Healing	1-4	1 sec Permanent	12	IQ-1	1	M91
Minor Healing	Regular Healing	1-3	1 sec Permanent	13	IQ+0	1	M91
▽ Protection							
Armor	Regular Protection	2 per DR Half	1 sec 1 min	13	IQ+0	1	M167
Bladeturning	Regular Protection	2	1 sec 1 min	13	IQ+0	1	M168
Block	Blocking Protection	1 per DB	1 sec Instant	13	IQ+0	1	M166
Hardiness	Blocking Protection	1 per DR	1 sec Instant	13	IQ+0	1	M167
Magelock	Regular Protection	3	4 sec 6 hrs	13	IQ+0	1	M166
Missile Shield	Regular Protection	5	1 sec 1 min	13	IQ+0	1	M168
Mystic Mist	Area Protection	1	5 min 10 hrs	13	IQ+0	1	M168
Reverse Missiles	Regular Protection	7	1 sec 1 min	13	IQ+0	1	M168
Shade	Regular Protection	1	10 sec 1 hr	13	IQ+0	1	M169
Shield	Regular Protection	2 per DB Half	1 sec 1 min	13	IQ+0	1	M167
Umbrella	Regular Protection/Water	1	2 sec 10 min	13	IQ+0	1	M185

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Medium Buckler		11	No	10	1d-3 cr	1	0
Natural	Kick	8	No		1d-3 cr	C,1	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	10	10		1d-4 cr	C	
Rapier	Thrust	9	10F	No	1d-2 imp	1,2	9

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Crossbow (ST11)		8	4	1d+3 imp	220/275	1	1(4)	-6		11†

Equipment (39.75 lb; \$885)	?	#	\$	W	\$	W	Ref
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.	E	1	5	1 lb	5	1 lb	B288
Medium Buckler	E	1	60	15 lb	60	15 lb	B287
Light Scale Armor	E	1	150	15 lb	150	15 lb	B283
Rapier	E	1	500	2.75 lb	500	2.75 lb	B273
Crossbow (ST11)	E	1	170	6 lb	170	6 lb	B276

Notes

Alan Church was born in a poor merchant family. One day while still very young Alan demonstrated his mathematical talent when he corrected the taxes his mother was counting. Soon the boy was send to the Academia to study various subjects.

He quickly was at the top of his class, which granted him special privileges. Alan was aloud to experiment on his own. Little did he know that this would be his downfall.

One day Alan was to be saved from a burning laboratory that quickly spread around the quarters of the academia and would later be known as the great fire of the academia. Alan was soon held responsible, even though he has no recollection of the event.

Cast away by the rigid power structures of the academy and still eager for knowledge he drifted in the arms of a rogue wizard. Even though Alan had little magical aptitude his curiosity made up in his training. It even seemed as if his power grew with each spell that he learned.

Unfortunately Alan found himself out of luck once again. His new mentor found an untimely end. It seemed as though Alan would need to travel the road alone again.

Grumblin (Sep), Daniel (Paul), Wu (Robin), Hamar (Mink), Colm (Meron)

Emiraat: Dar es Azur (Khalid de derde)
ingesloten door de zee der schorpioenen en de golf van Kadesh
Stad: Kadesh
Organisatie: Hoeders van de Gaard
* Onvoorwaardelijk gehoorzaam
* Trouw aan je broeders
* Zorg voor je broeders
Khepru is onze meester, wij zijn neofieten

Langs een handelsroute door de zee van schorpioenen vinden ontvoeringen plaats. Personen met bijzondere talenten. 2 dagen reizen van Kadesh ligt El Brahiri. Hier is Shakar de dorps oudste ook lid van de Hoeders van de Gaard.

Introductie:

V: "Bij de nieuwe goden"

A: "en hun nalatenschap"

V: "Bij de oude goden"

A: "mogen hun werken voorgoed verborgen blijven"

Kleindochter van Shakar is ontvoerd. Waarschijnlijk naar de oude reunie van Radallah.