


Portrait	Identity	Player Information	88 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: 41
Birthday: February 12	TL: 4	Hand: Right	Spells: 26
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 8	Level Max Load Move Dodge	Roll Where - DR	Current FP: 11
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: 8
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 (Pure)	15	IQ+2	1	B207
Surgically added, Watertight, openable/closeable			Mathematics/TL4 (Cryptology)	15	IQ+2	1	B207
Deep Sleeper	1	B101	Physics	14	IQ+1	1	B213
Penetrating Voice	1	B101	Crossbow	11	DX+1	2	B186
Reduced Consumption 2	2	B80	Detect Lies	7	Per-2	1	B187
Food Only, -50%.			Diplomacy	11	IQ-2	1	B187
Signature Gear 1	1	B85	Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Gear is worth (starting wealth)/10 per level			Engineer/TL4 (Combat)	15	IQ+2	1	B190
Social Chameleon	5	B86	Fast-Talk	12	IQ-1	1	B195
Color	0		Intimidation	12	Will-1	1	B202
Modifier, x0.			Default: Acting - 3				
Lightning Calculator	0	B66	Knife	11	DX+1	2	B208
Intuitive Mathematician, +3.			Leadership	12	IQ-1	1	B204
Talent (Mathematical Ability) 4	0	B90,PU3:12	Mimicry (Speech)	11	IQ-2	1	B210
Reaction Bonus (Engineers and scientists), +0%.			Panhandling	13	IQ+0	1	B212
Curious	0	B129	Default: Fast-Talk - 2				
CR: 12 (Quite Often).			Performance	12	IQ-1	1	B212
			Default: Acting - 2				
			Poisons/TL4	11	IQ-2	1	B214
			Politics	12	IQ-1	1	B214

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Trickster CR: 12 (Quite Often).	0	B159	Public Speaking	12	IQ-1	1	B216
▽ Disadvantages	-55		Rapier	10	DX+0	2	B208
Appearance Monstrous, -20.	-20	B21	Riding (Camel)	9	DX-1	1	B217
Bully CR: 9 (Fairly Often).	-15	B125	Savoir-Faire (High Society)	13	IQ+0	1	B218
Disturbing Voice	-10	B132	Savoir-Faire (Magical)	13	IQ+0	1	F136
▽ Quirks	-5		Savoir-Faire (Military)	13	IQ+0	1	B218
Chauvinistic Status	-1	B163	Savoir-Faire (Police)	13	IQ+0	1	B218
Glasses	-1		Sex Appeal	8	HT-1	1	B219
Heisenquirk	-1		Shield (Buckler)	11	DX+1	2	B220
Heisenquirk	-1		Streetwise	12	IQ-1	1	B223
Heisenquirk	-1		Thaumatology	12	IQ-1	1	B225
Skinny -2 ST vs. knockback	-5	B18	Throwing	10	DX+0	2	B226
Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▽ Air							
Create Air	Area Air	1 -	1 sec 5 sec	13	IQ+0	1	M23
Purify Air	Area Air	1 -	1 sec Instant	13	IQ+0	1	M23
Shape Air	Regular Air	1-10 -	1 sec 1 min	13	IQ+0	1	M24
▽ Body Control							
Clumsiness	Regular Body Control	1-5 Half	1 sec 1 min	13	IQ+0	1	M36
Hinder	Regular Body Control	1-4 Same	1 sec 1 min	13	IQ+0	1	M36
Itch	Regular Body Control	2 -	1 sec Until scratched	13	IQ+0	1	M35
Spasm	Regular Body Control	2 -	1 sec Instant	13	IQ+0	1	M35
Vigor	Regular Body Control	2/+HT Same	1 sec 1 min	13	IQ+0	1	M37
▽ Communication							
Sense Foes	Info/Area Communication	1/area, min 21 -	21 sec Instant	13	IQ+0	1	M44
▽ Earth							
Seek Earth	Info Earth	3 -	10 sec Instant	13	IQ+0	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	13	IQ+0	1	M50
▽ 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 2	1 sec 1 min	13	IQ+0	1	M168
Block	Blocking Protection	1 per DB -	1 sec Instant	13	IQ+0	1	M166

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Hardiness	Blocking Protection	1 per DR -	1 sec Instant	1 3	IQ+0	1	M167
Magelock	Regular Protection	3 2	4 sec 6 hrs	1 3	IQ+0	1	M166
Missile Shield	Regular Protection	5 2	1 sec 1 min	1 3	IQ+0	1	M168
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	1 3	IQ+0	1	M168
Reverse Missiles	Regular Protection	7 3	1 sec 1 min	1 3	IQ+0	1	M168
Shade	Regular Protection	1 Half	10 sec 1 hr	1 3	IQ+0	1	M169
Shield	Regular Protection	2 per DB Half	1 sec 1 min	1 3	IQ+0	1	M167
Umbrella	Regular Protection/Water	1 1	2 sec 10 min	1 3	IQ+0	1	M185

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Medium Buckler		1 1	No	1 0	1d-3 cr	1	0
Natural	Kick	8	No		1d-3 cr	C,1	
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	1 0	1 0		1d-4 cr	C	
Rapier	Thrust	9	10 F	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.

Radallah is 1 dag reizen. Het schijnt in verval geraakt doordat de bewoners gek werden. Shakira is de dochter van Shakar. Ik heb een versleuteld bericht van Shakar gelezen.

De hoet-hoets worden aangestuurd door een eindbaas