

Portrait	Identity	Player Information	500 Points
	Name: <b>Herbert Wells</b>	Player: <b>dvberkel</b>	Race: <b>0</b>
	Title: _____	Campaign: <b>Shephards</b>	Attributes: <b>100</b>
	Religion: _____	Created On: <b>Jul 14, 2016</b>	Advantages: <b>340</b>
	Description		Disadvantages: <b>-55</b>
	Race: <b>Human</b>	Height: <b>5' 10"</b>	Hair: <b>Black, Wavy, Medium</b>
	Gender: <b>Male</b>	Weight: <b>120 lb</b>	Eyes: <b>Brown</b>
	Age: <b>27</b>	Size: <b>+0</b>	Skin: <b>Pale</b>
	Birthday: <b>April 3</b>	TL: <b>4</b>	Hand: <b>Right</b>
500 Points Summary			
Quirks: <b>0</b>			
Skills: <b>71</b>			
Spells: <b>44</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>10</b>	• None (0) 20 lb 5 9	- Eye -9 0	Basic FP: <b>10</b>
Intelligence (IQ): <b>15</b>	Light (1) 40 lb 4 8	3-4 Skull -7 2	Tired: <b>3</b>
Health (HT): <b>10</b>	Medium (2) 60 lb 3 7	5 Face -5 0	Collapse: <b>0</b>
Will: <b>15</b>	Heavy (3) 120 lb 2 6	6-7 R. Leg -2 0	Unconscious: <b>-10</b>
Fright Check: <b>17</b>	X-Heavy (4) 200 lb 1 5	8 R. Arm -2 0	Current HP: _____
Basic Speed: <b>5</b>	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: <b>10</b>
Basic Move: <b>5</b>		11 Groin -3 0	Reeling: <b>3</b>
Perception: <b>19</b>		12 L. Arm -2 0	Collapse: <b>0</b>
Vision: <b>19</b>		13-14 L. Leg -2 0	Check #1: <b>-10</b>
Hearing: <b>19</b>		15 Hand -4 0	Check #2: <b>-20</b>
Taste & Smell: <b>19</b>		16 Foot -4 0	Check #3: <b>-30</b>
Touch: <b>19</b>	Running Shove & Knock Over: <b>480 lb</b>	17-18 Neck -5 0	Check #4: <b>-40</b>
thr: <b>1d-2</b> sw: <b>1d</b>	Carry On Back: <b>300 lb</b>	- Vitals -3 0	Dead: <b>-50</b>
	Shift Slightly: <b>1,000 lb</b>		

  

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	325		Accounting	13	IQ-2	1	B174
360° Vision	25	B34	Administration	14	IQ-1	1	B174
Absolute Direction	5	B34	Architecture/TL4	14	IQ-1	1	B176
Absolute Timing	2	B35	Artist (Body Art)	17	IQ+2	1	B179
Color Skill Compensation	-15		Default: Artist (Calligraphy) - 4				
Discriminatory Hearing	15	B49	Artist (Calligraphy)	17	IQ+2	1	B179
Discriminatory Smell	15	B49	Artist (Drawing)	17	IQ+2	1	B179
Discriminatory Taste	10	B49	Default: Artist (Calligraphy) - 2				
Eidetic Memory	10	B51	Artist (Painting)	17	IQ+2	1	B179
Photographic, +5.			Default: Artist (Calligraphy) - 2				
Enhanced Time Sense	45	B52	Artist (Sculpting)	17	IQ+2	1	B179
You immediately act in combat before those without Enhanced Time Sense; Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)			Artist (Woodworking)	17	IQ+2	1	B179
Filter Lungs	5	B55	Astronomy/TL4	13	IQ-2	1	B179
Fit, Very	15	B55	Cartography/TL4	14	IQ-1	1	B183
+2 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate; lose FP at half the normal rate (in both cases, not FP spent for spells or psi powers)			Connoisseur (Literature)	14	IQ-1	1	B185
Hard to Kill 4	8	B58	Default: Literature - 3				
Hyperspectral Vision	25	B60	Connoisseur (Music)	14	IQ-1	1	B185
Increased Perception 4	20	B16	Connoisseur (Visual Arts)	14	IQ-1	1	B185
Innate Attack (Corrosion) 3	30	B61	Cryptography/TL4	13	IQ-2	1	B186
Language: Common	0	B24	Herb Lore/TL4	12	IQ-3	1	B199
Native, -6; Spoken (Native), +3; Written (Native), +3.			Hidden Lore	14	IQ-1	1	B199
Lightning Calculator	5	B66	Innate Attack (Beam)	14	DX+4	12	B201
Intuitive Mathematician, +3.			Innate Attack (Projectile)	14	DX+4	12	B201
			Naturalist	13	IQ-2	1	B211
			Navigation/TL4	14	IQ-1	1	B211
			Default: Astronomy/TL4 - 5				
			Research/TL4	14	IQ-1	1	B217
			Staff	13	DX+3	12	B208
			color				
			Archaeology	13	IQ-2	1	B176
			Biology/TL4 (Life)	12	IQ-3	1	B180
			Computer Hacking/TL4	12	IQ-3	1	B184

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Microscopic Vision 5</b>	2 5	B 68	<b>Computer Operation/TL4</b>	1 5	IQ+0	1	B 184
<b>Power Investiture 3</b> Nanotech	3 0	B 77	<b>Computer Programming/TL4</b>	1 3	IQ-2	1	B 184
<b>Rapier Wit</b>	5	B 79	<b>Computer Programming/TL4 (AI)</b>	1 3	IQ-2	1	B 184
<b>Regeneration</b> Regular (You recover 1 HP per hour), +25.	2 5	B 80	<b>Electrician/TL4</b>	1 4	IQ-1	1	B 189
<b>Talent (Gifted Artist) 4</b> Reaction Bonus (Buyers and Critics), +0%.	2 0	B 90,PU3:10	<b>Geology/TL4 (Earthlike)</b>	1 3	IQ-2	1	B 198
<b>Disadvantages</b>	-4 0		<b>Linguistics</b>	1 3	IQ-2	1	B 205
<b>Code of Honor (Gentleman's)</b>	-1 0	B 127	<b>Literature</b>	1 3	IQ-2	1	B 205
<b>Easy to Read</b>	-1 0	B 134	<b>Mathematics/TL4 (Applied)</b>	1 3	IQ-2	1	B 207
<b>Flashbacks (Mild, -2, 2D seconds)</b>	-5	B 136	<b>Mathematics/TL4 (Pure)</b>	1 3	IQ-2	1	B 207
<b>Guilt Complex</b>	-5	B 137	<b>Meteorology/TL4</b>	1 4	IQ-1	1	B 209
<b>Honesty</b> CR: 12 (Resist Quite Often).	-1 0	B 138	<b>Public Speaking</b>	1 4	IQ-1	1	B 216
			<b>Theology</b>	1 3	IQ-2	1	B 226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Acid Ball</b>	<b>Missile</b> Water	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	1 6	IQ+1	1	M 191
<b>Acid Jet</b>	<b>Regular</b> Water	<b>1-3</b> 1-3	<b>1 sec</b> 1 sec	1 6	IQ+1	1	M 192
<b>Alter Voice</b>	<b>Regular</b> Body Control/Sound	<b>2</b> 2	<b>1 min</b> 1 hr	1 6	IQ+1	1	M 41
<b>Beast Link</b>	<b>Regular</b> Animal	<b>3</b> -	<b>5 sec</b> Until next call	1 6	IQ+1	1	M 30
<b>Beast Speech</b>	<b>Regular</b> Animal	<b>4</b> 2	<b>1 sec</b> 1 min	1 6	IQ+1	1	M 31
<b>Bladeturning</b>	<b>Regular</b> Protection	<b>2</b> 2	<b>1 sec</b> 1 min	1 6	IQ+1	1	M 168
<b>Body of Flames</b>	<b>Regular</b> Fire	<b>1 2</b> 4	<b>5 sec</b> 1 min	1 5	IQ+0	1	M 76
<b>Body of Metal</b>	<b>Regular</b> Technological/Meta	<b>1 2</b> 6	<b>5 sec</b> 1 min	1 6	IQ+1	1	M 183
<b>Burning Touch</b>	<b>Melee</b> Fire	<b>1-3</b> -	<b>1 sec</b> Instant	1 6	IQ+1	1	M 79
<b>Cook</b>	<b>Regular</b> Food	<b>1</b> -	<b>5 sec</b> Permanent	1 6	IQ+1	1	M 78
<b>Create Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	1 6	IQ+1	1	M 72
<b>Cure Disease</b>	<b>Regular</b> Healing	<b>4</b> -	<b>10 min</b> Permanent	1 6	IQ+1	1	M 91
<b>Detect Poison</b>	<b>Area/Info</b> Healing/Protection	<b>2</b> -	<b>2 sec</b> -	1 6	IQ+1	1	M 166
<b>Explosive Fireball</b>	<b>Missile</b> Fire	<b>2-2xMagery</b> -	<b>1-3 sec</b> Instant	1 6	IQ+1	1	M 75
<b>Extinguish Fire</b>	<b>Regular</b> Fire	<b>3</b> -	<b>1 sec</b> Permanent	1 6	IQ+1	1	M 72
<b>Fireball</b>	<b>Missile</b> Fire	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	1 6	IQ+1	1	M 74
<b>Great Voice</b>	<b>Regular</b> Sound	<b>3</b> 1	<b>2 sec</b> 1 min	1 6	IQ+1	1	M 173
<b>Illusion Disguise</b>	<b>Regular</b> Illusion & Creation	<b>3</b> -	<b>1 sec</b> Until illusion ends	1 6	IQ+1	1	M 96

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Imitate Voice</b>	<b>Regular</b> Sound	<b>3</b> 1	<b>1 sec</b> 1 min	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M172</b>
<b>Light</b>	<b>Regular</b> Light	<b>1</b> 1	<b>1 sec</b> 1 min	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M110</b>
<b>Light Jet</b> blinds only when darkness penalty is -5 or more	<b>Regular</b> Light	<b>2</b> 1	<b>1 sec</b> 1 min	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M112</b>
<b>Major Healing</b>	<b>Regular</b> Healing	<b>1-4</b> -	<b>1 sec</b> Permanent	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>M91</b>
<b>Measurement</b>	<b>Area/Info</b> Knowledge	<b>1</b> -	<b>1 sec</b> Instant	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M100</b>
<b>Neutralize Poison</b>	<b>Regular</b> Healing	<b>5</b> -	<b>30 sec</b> Permanent	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M92</b>
<b>Pathfinder</b>	<b>Info</b> Knowledge	<b>4</b> -	<b>10 sec</b> Instant	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M105</b>
<b>Recover Energy</b>	<b>Special</b> Healing	<b>0</b> 0	<b>1 sec</b> Special	<b>21</b>	<b>IQ+6</b>	<b>16</b>	<b>M89</b>
<b>Return Missile</b>	<b>Blocking</b> Protection	<b>2</b> -	<b>1 sec</b> Instant	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M168</b>
<b>Ruin</b>	<b>Regular</b> Making & Breaking	<b>2/lb</b> Same	<b>5 sec/lb</b> 1 min	<b>16</b>	<b>IQ+1</b>	<b>1</b>	<b>M118</b>
<b>Shatter</b> only affects inanimate objects	<b>Regular</b> Making &	<b>1-3</b> -	<b>1 sec</b> Instant	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>M116</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Acid Jet</b>	<b>Jet</b>	<b>14</b>	<b>No</b>		<b>1d-1 cor/point</b>	<b>1/point</b>	
<b>Body of Flames</b>	<b>Punch</b>	<b>10</b>	<b>9</b>		<b>1d burn</b>	<b>C</b>	
<b>Burning Touch</b>	<b>Punch</b>	<b>10</b>	<b>9</b>		<b>1d-3 +1d burn/poin</b>	<b>C</b>	
<b>Create Fire</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d-1 burn</b>	<b>Special</b>	
<b>Light Jet</b> blinds only when darkness penalty is -5 or more	<b>Jet</b>	<b>14</b>	<b>No</b>		<b>Blinds</b>	<b>10</b>	
<b>Natural</b>	<b>Kick</b>	<b>8</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>8</b>	<b>No</b>		<b>1d-1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>10</b>	<b>9</b>		<b>1d-3 cr</b>	<b>C</b>	
<b>Quarterstaff</b>	<b>Swung</b>	<b>13</b>	<b>12</b>	<b>No</b>	<b>1d+2 cr</b>	<b>1,2</b>	<b>7↑</b>
<b>Quarterstaff</b>	<b>Thrust</b>	<b>13</b>	<b>12</b>	<b>No</b>	<b>1d cr</b>	<b>1,2</b>	<b>7↑</b>
<b>Shatter</b> only affects inanimate objects		<b>0</b>	<b>No</b>		<b>1d/point</b>	<b>Special</b>	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Acid Ball</b>		<b>14</b>	<b>1</b>	<b>1d cor/point</b>	<b>20/40</b>					
<b>Explosive Fireball</b>		<b>14</b>	<b>1</b>	<b>1d burn ex/2 points</b>	<b>25/50</b>					
<b>Fireball</b>		<b>14</b>	<b>1</b>	<b>1d burn/point</b>	<b>25/50</b>					
<b>Innate Attack (Corrosion)</b>		<b>12</b>	<b>3</b>	<b>3d cor</b>	<b>100/10</b>	<b>1</b>			<b>1</b>	

Equipment (4 lb; \$10)						?	#	\$	W	\$	W	Ref
<b>Quarterstaff</b>						<b>E</b>	<b>1</b>	<b>10</b>	<b>4 lb</b>	<b>10</b>	<b>4 lb</b>	<b>B273</b>

Notes