


Portrait	Identity	Player Information	106 Points
	Name: <b>Samuel Johnson</b>	Player: <b>dvberkel</b>	Race: <b>0</b>
	Title:	Campaign: <b>Shephars of Garden</b>	Attributes: <b>-10</b>
	Religion:	Created On: <b>Mar 7, 2016</b>	Advantages: <b>102</b>
			Disadvantages: <b>-90</b>
Description			
Race: <b>Human</b>	Height: <b>6' 1"</b>	Hair: <b>Long, Dark, Curly</b>	Quirks: <b>-5</b>
Gender: <b>Male</b>	Weight: <b>118 lb</b>	Eyes: <b>Green</b>	Skills: <b>57</b>
Age: <b>37</b>	Size: <b>-1</b>	Skin: <b>Brown</b>	Spells: <b>52</b>
Birthday: <b>May 12</b>	TL: <b>4</b>	Hand: <b>Right</b>	Earned: <b>21</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>8</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: <b>14</b>
Dexterity (DX): <b>10</b>	None (0) 13 lb 4 10	- Eye -9 2	Basic FP: <b>14</b>
Intelligence (IQ): <b>12</b>	Light (1) 26 lb 3 9	3-4 Skull -7 4	Tired: <b>4</b>
Health (HT): <b>10</b>	Medium (2) 39 lb 2 8	5 Face -5 2	Collapse: <b>0</b>
Will: <b>12</b>	• Heavy (3) 78 lb 1 7	6-7 R. Leg -2 2	Unconscious: <b>-14</b>
Fright Check: <b>12</b>	X-Heavy (4) 130 lb 1 6	8 R. Arm -2 2	Current HP: <b>11</b>
Basic Speed: <b>5</b>		9-10 Torso 0 6	Basic HP: <b>11</b>
Basic Move: <b>4</b>		11 Groin -3 6	Reeling: <b>3</b>
Perception: <b>6</b>		12 L. Arm -2 2	Collapse: <b>0</b>
Vision: <b>6</b>		13-14 L. Leg -2 2	Check #1: <b>-11</b>
Hearing: <b>6</b>		15 Hand -4 2	Check #2: <b>-22</b>
Taste & Smell: <b>6</b>		16 Foot -4 2	Check #3: <b>-33</b>
Touch: <b>6</b>		17-18 Neck -5 2	Check #4: <b>-44</b>
thr: <b>1d-3</b> sw: <b>1d-2</b>		- Vitals -3 6	Dead: <b>-55</b>
	Lifting & Moving Things		
	Basic Lift: 13 lb		
	One-Handed Lift: 26 lb		
	Two-Handed Lift: 104 lb		
	Shove & Knock Over: 156 lb		
	Running Shove & Knock Over: 312 lb		
	Carry On Back: 195 lb		
	Shift Slightly: 650 lb		

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages	102		▽ Circus				
Ambidexterity	5	B39	Cannonballing	10	DX+0	1	
Claim to Hospitality	5	B41	Clowning	11	IQ-1	1	
Circus People - Has All, +5.			Juggling	10	DX+0	2	
Damage Resistance 2	10	B47	Throwing	10	DX+0	2	B226
Extra Fatigue Points 4	12	B16	Trapeze	10	DX+0	4	
Extra Hit Points 3	6	B16	▽ Combat				
Fashion Sense	5	B21	Axe/Mace	10	DX+0	2	B208
Flexibility (Double-Jointed)	15	B56	Boxing	10	DX+0	2	B182
High Manual Dexterity 2	10	B59	Broadsword	10	DX+0	2	B208
Language: Common	0	B24	Default: Shortsword - 2				
Native, -6; Spoken (Native), +3;			Innate Attack (Beam)	10	DX+0	1	B201
Written (Native), +3.			Innate Attack (Breath)	10	DX+0	1	B201
Talent (Gifted Artist) 2	10	B90,PU3:10	Knife	10	DX+0	1	B208
Reaction Bonus (Buyers and Critics),			Default: Shortsword - 3				
+0%.			Shield (Shield)	10	DX+0	1	B220
Magery 3	23	B66	Shortsword	10	DX+0	2	B209
Day-Aspected, -40% (levels only).			Shortsword	10	DX+0	2	B209
▽ Perks	1		Thrown Weapon (Knife)	10	DX+0	1	B226
Autotrance	1	B101	Wrestling	10	DX+0	2	B228
▽ Disadvantages	-95		Artist (Calligraphy)	14	IQ+2	1	B179
Addiction (Alcohol)	-10	B122	Artist (Illusion)	14	IQ+2	1	B179
Cost: Cheap, -5; Effects:			Artist (Painting)	14	IQ+2	1	B179
Incapacitating, -10; Legal, +5.			Default: Artist (Calligraphy) - 2				
Addiction (Cigarettes)	0	B122	Artist (Sculpting)	14	IQ+2	1	B179
Cost: Cheap, -5; Legal, +5.			Artist (Woodworking)	14	IQ+2	1	B179
Prone to Addictions	-20	B122	First Aid/TL4	13	IQ+1	1	B195
Bad Temper	-10	B124	Jeweler/TL4	14	IQ+2	1	B203
CR: 12 (Quite Often).			Knot-Tying	12	DX+2	1	B203
Compulsive Swearing	-5	B129	Leatherworking	14	DX+4	1	B205
CR: 12 (Quite Often).			Lockpicking/TL4	13	IQ+1	1	B206
Curious	-5	B129	Packing	11	IQ-1	1	B212
CR: 12 (Quite Often).							
Delusion (Son of God)	-15	B130					
Severe, -15.							

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Dwarfism</b>	-15	B19	<b>Pickpocket</b>	10	DX+0	1	B213
<b>Jealousy</b>	-10	B140	Default: Sleight of Hand - 4				
▼ <b>Quirks</b>	-5		<b>Riding (Camel)</b>	9	DX-1	1	B217
<b>Alcohol Intolerance</b>	-1	B165	<b>Running</b>	10	HT+0	2	B218
<b>Broad-Minded</b>	-1	B163	<b>Savoir-Faire (Circus)</b>	12	IQ+0	1	B218
<b>Heisenquirk</b>	-1		<b>Sewing/TL4</b>	14	DX+4	1	B219
<b>Heisenquirk</b>	-1		<b>Sleight of Hand</b>	10	DX+0	1	B221
<b>Heisenquirk</b>	-1		<b>Survival (Desert)</b>	8	Per+2	8	B223
			<b>Swimming</b>	6	HT+2	4	B224

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ <b>Air</b>							
<b>Create Air</b>	<b>Area</b> Air	1 -	1 sec 5 sec	13	IQ+1	1	M23
<b>Purify Air</b>	<b>Area</b> Air	1 -	1 sec Instant	13	IQ+1	1	M23
<b>Shape Air</b>	<b>Regular</b> Air	1-10 -	1 sec 1 min	13	IQ+1	1	M24
▼ <b>Body Control</b>							
<b>Clumsiness</b>	<b>Regular</b> Body Control	1-5 Half	1 sec 1 min	13	IQ+1	1	M36
<b>Hinder</b>	<b>Regular</b> Body Control	1-4 Same	1 sec 1 min	13	IQ+1	1	M36
<b>Itch</b>	<b>Regular</b> Body Control	2 -	1 sec Until scratched	13	IQ+1	1	M35
<b>Spasm</b>	<b>Regular</b> Body Control	2 -	1 sec Instant	13	IQ+1	1	M35
▼ <b>Category Sound</b>							
<b>Sound</b>	<b>Regular</b> Sound	<b>Varies</b> 1/ min	1 sec Varies	13	IQ+1	1	M171
▼ <b>Communication</b>							
<b>Sense Emotion</b>	<b>Regular</b> Communication	2 -	1 sec Instant	13	IQ+1	1	M45
<b>Sense Foes</b>	<b>Info/Area</b> Communication	1/area, min 2 -	1 sec Instant	13	IQ+1	1	M44
▼ <b>Earth</b>							
<b>Create Earth</b>	<b>Regular</b> Earth	2/25 cu ft -	1 sec Permanent	13	IQ+1	1	M51
<b>Earth to Stone</b>	<b>Regular</b> Earth	3/25 cu ft # -	1 sec Permanent	13	IQ+1	1	M51
<b>Seek Earth</b>	<b>Info</b> Earth	3 -	10 sec Instant	13	IQ+1	1	M50
<b>Shape Earth</b>	<b>Regular</b> Earth	1/25 cu ft Half	1 sec 1 min	13	IQ+1	1	M50
▼ <b>Healing</b>							
<b>Great Healing</b>	<b>Regular</b> Healing	20 -	1 min Permanent	12	IQ+0	1	M91
<b>Lend Energy</b>	<b>Regular</b> Healing	1/pt -	1 sec Permanent	13	IQ+1	1	M89
<b>Lend Vitality</b>	<b>Regular</b> Healing	1/pt -	1 sec 1 hour	13	IQ+1	1	M89
<b>Major Healing</b>	<b>Regular</b> Healing	1-4 -	1 sec Permanent	12	IQ+0	1	M91
<b>Minor Healing</b>	<b>Regular</b> Healing	1-3 -	1 sec Permanent	13	IQ+1	1	M91
<b>Recover Energy</b>	<b>Special</b> Healing	0 0	1 sec Special	15	IQ+3	4	M89
▼ <b>Illusion</b>							
<b>Complex Illusion</b>	<b>Area</b> Illusion & Creation	2 Half	1 sec 1 min	13	IQ+1	1	M96

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Control Illusion</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>2 sec</b> Permanent	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M97</b>
<b>Create Object</b>	<b>Regular</b> Illusion & Creation	<b>2/5 lbs</b> -	<b>1 sec/cost</b> While touching someone	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>M98</b>
<b>Create Servant</b>	<b>Regular</b> Illusion & Creation	<b>Varies</b> Varies	<b>3 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M98</b>
<b>Create Warrior</b>	<b>Regular</b> Illusion & Creation	<b>Varies</b> Same	<b>4 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M98</b>
<b>Dispel Illusion</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>1 sec</b> Instant	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M97</b>
<b>Duplicate</b>	<b>Regular</b> Illusion & Creation	<b>3/5 lbs</b> -	<b>1 sec/cost</b> While touching someone	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>M98</b>
<b>Illusion Disguise</b>	<b>Regular</b> Illusion & Creation	<b>3</b> -	<b>1 sec</b> Until illusion ends	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M96</b>
<b>Illusion Shell</b>	<b>Regular</b> Illusion & Creation	<b>1 or 2</b> Half	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M96</b>
<b>Independence</b>	<b>Area</b> Illusion & Creation	<b>2</b> -	<b>Varies</b> Varies	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M96</b>
<b>Initiative</b>	<b>Area</b> Illusion & Creation	<b>Varies</b> -	<b>10 sec</b> Varies	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M97</b>
<b>Inscribe</b>	<b>Area</b> Illusion & Creation/Making & Breaking	<b>1/min 2</b> Same	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M97</b>
<b>Know Illusion</b>	<b>Info</b> Illusion & Creation	<b>2</b> -	<b>1 sec</b> Instant	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M97</b>
<b>Perfect Illusion</b>	<b>Area</b> Illusion & Creation	<b>3</b> Half	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M96</b>
<b>Phantom Flame</b>	<b>Area</b> Fire/Illusion & Creation	<b>1</b> 1	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Simple Illusion</b>	<b>Area</b> Illusion & Creation	<b>1</b> Half	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M95</b>
▽ <b>Light</b>							
<b>Colors</b>	<b>Regular</b> Light	<b>2</b> 1	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M110</b>
▽ <b>Making &amp; Breaking</b>							
<b>Copy</b>	<b>Regular</b> Making & Breaking	<b>Varies</b> -	<b>5 sec</b> Permanent	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M116</b>
<b>Dye</b>	<b>Regular</b> Making & Breaking	<b>Varies</b> -	<b>3 sec</b> 2d days	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M116</b>
<b>Restore</b>	<b>Regular</b> Making & Breaking	<b>2</b> 1	<b>3 sec</b> 10 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M116</b>
▽ <b>Mind Control</b>							
<b>Alertness</b>	<b>Regular</b> Mind Control	<b>2/pt increase</b> Half	<b>1 sec</b> 10 min	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>M133</b>
<b>Drunkenness</b>	<b>Regular</b> Mind Control	<b>1/pt of IQ &amp; DX loss</b> Half	<b>2 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M136</b>
<b>Fear</b>	<b>Area</b> Mind Control	<b>1</b> -	<b>1 sec</b> 10 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M134</b>
<b>Foolishness</b>	<b>Regular</b> Mind Control	<b>1-5</b> Half	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M134</b>
<b>Keen Hearing</b>	<b>Regular</b> Mind Control/Sound	<b>1</b> Half	<b>1 sec</b> 30 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M133</b>
<b>Keen Vision</b>	<b>Regular</b> Mind Control	<b>1/pt increase</b> Half	<b>1 sec</b> 30 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M133</b>
<b>Panic</b>	<b>Area</b> Mind Control	<b>4</b> 2	<b>1 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M134</b>
<b>Sickness</b>	<b>Regular</b> Body Control/Mind Control	<b>3</b> 3	<b>4 sec</b> 1 min	<b>13</b>	<b>IQ+1</b>	<b>1</b>	<b>M138</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Wisdom</b>	<b>Regular</b>	<b>4/pt of IQ</b>	<b>1 sec</b>	<b>1 3</b>	<b>IQ+1</b>	<b>1</b>	<b>M135</b>
	Mind Control	Same	1 min				

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Large Knife</b>	<b>Swung</b>	<b>10</b>	<b>9</b>	<b>No</b>	<b>1d-4 cut</b>	<b>C,1</b>	<b>6</b>
<b>Large Knife</b>	<b>Thrust</b>	<b>10</b>	<b>9</b>	<b>No</b>	<b>1d-3 imp</b>	<b>C</b>	<b>6</b>
<b>Medium Shield</b>	<b>Shield Bash</b>	<b>10</b>	<b>No</b>	<b>10</b>	<b>1d-3 cr</b>	<b>1</b>	<b>0</b>
<b>Natural</b>	<b>Kick</b>	<b>8</b>	<b>No</b>		<b>1d-3 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>8</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>10</b>	<b>10</b>		<b>1d-4 cr</b>	<b>C</b>	
<b>Shortsword</b>	<b>Swung</b>	<b>10</b>	<b>10</b>	<b>No</b>	<b>1d-2 cut</b>	<b>1</b>	<b>8</b>
<b>Shortsword</b>	<b>Thrust</b>	<b>10</b>	<b>10</b>	<b>No</b>	<b>1d-3 imp</b>	<b>1</b>	<b>8</b>

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Large Knife</b>	<b>Thrown</b>	<b>10</b>	<b>+0</b>	<b>1d-3 imp</b>	<b>6/12</b>	<b>1</b>	<b>T(1)</b>	<b>-2</b>		<b>6</b>

Equipment (59.25 lb; \$1,045)	?	#	\$	W	\$	W	Ref
<b>Backpack, Small</b>	<b>E</b>	<b>1</b>	<b>60</b>	<b>3 lb</b>	<b>125</b>	<b>6.25 lb</b>	<b>B288</b>
<b>First Aid Kit</b> A complete kit for treating wounds, with bandages, ointments, etc.	<b>E</b>	<b>1</b>	<b>50</b>	<b>2 lb</b>	<b>50</b>	<b>2 lb</b>	<b>B289</b>
<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	<b>E</b>	<b>1</b>	<b>5</b>	<b>1 lb</b>	<b>5</b>	<b>1 lb</b>	<b>B288</b>
<b>Wineskin</b>	<b>E</b>	<b>1</b>	<b>10</b>	<b>0.25 lb</b>	<b>10</b>	<b>0.25 lb</b>	<b>B288</b>
<b>Large Knife</b>	<b>E</b>	<b>1</b>	<b>40</b>	<b>1 lb</b>	<b>40</b>	<b>1 lb</b>	<b>B272</b>
<b>Medium Shield</b>	<b>E</b>	<b>1</b>	<b>60</b>	<b>15 lb</b>	<b>60</b>	<b>15 lb</b>	<b>B287</b>
<b>Scale Armor</b>	<b>E</b>	<b>1</b>	<b>420</b>	<b>35 lb</b>	<b>420</b>	<b>35 lb</b>	<b>B283</b>
<b>Shortsword</b>	<b>E</b>	<b>1</b>	<b>400</b>	<b>2 lb</b>	<b>400</b>	<b>2 lb</b>	<b>B273</b>

## Notes