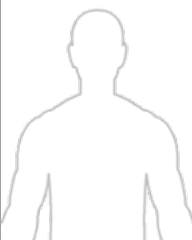


Portrait	Identity	Player Information	84 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: Sergeant	Campaign: _____	Attributes: 30
	Religion: K-theorist	Created On: Oct 13, 2015	Advantages: 66
			Disadvantages: -70
Description			
Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long	Quirks: -5
Gender: Male	Weight: 154 lb	Eyes: Green	Skills: 48
Age: 35	Size: +0	Skin: Pale	Spells: 15
Birthday: February 12	TL: 4	Hand: Right	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 7	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 13	Light (1) 26 lb 3 6	3-4 Skull -7 2	Tired: 3
Health (HT): 9	Medium (2) 39 lb 2 5	5 Face -5 0	Collapse: 0
Will: 13	Heavy (3) 78 lb 1 4	6-7 R. Leg -2 0	Unconscious: -11
Fright Check: 13	X-Heavy (4) 130 lb 1 3	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 13	One-Handed Lift: 26 lb		Collapse: 0
Vision: 13	Two-Handed Lift: 104 lb		Check #1: -8
Hearing: 13	Shove & Knock Over: 156 lb		Check #2: -16
Taste & Smell: 13	Running Shove & Knock Over: 312 lb		Check #3: -24
Touch: 13	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	Astronomy	15	IQ+2	1	B179
Native, -6; Spoken (Native), +3; Written (Native), +3.			Cryptography/TL4	15	IQ+2	1	B186
Language: Magic	6	B24	Finance	15	IQ+2	1	B195
Spoken (Native), +3; Written (Native), +3.			Mathematics (Applied)	15	IQ+2	1	207
Less Sleep 4	8	B65	Mathematics (Applied)	15	IQ+2	1	207
Magery 2	25	B66	Mathematics (Pure)	15	IQ+2	1	B207
▽ Perks	6		Mathematics/TL4 (Cryptology)	15	IQ+2	1	B207
Accessory (Unusual Body Cavity)	1	B100	Physics	14	IQ+1	1	B213
Surgically added, Watertight, openable/closeable			Crossbow	11	DX+1	2	B186
Deep Sleeper	1	B101	Detect Lies	11	Per-2	1	B187
Penetrating Voice	1	B101	Diplomacy	11	IQ-2	1	B187
Reduced Consumption 2	2	B80	Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Food Only, -50%.			Engineer/TL4 (Combat)	15	IQ+2	1	B190
Signature Gear 1	1	B85	Fast-Talk	12	IQ-1	1	B195
Gear is worth (starting wealth)/10 per level			Innate Attack (Beam)	11	DX+1	2	B201
Social Chameleon	5	B86	Innate Attack (Breath)	11	DX+1	2	B201
Color	0		Innate Attack (Projectile)	11	DX+1	2	B201
Modifier, x0.			Intimidation	12	Will-1	1	B202
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
▽ Disadvantages	-75		Performance	12	IQ-1	1	B212
Appearance	-20	B21	Poisons/TL4	11	IQ-2	1	B214
Monstrous, -20.			Politics	12	IQ-1	1	B214
Bully	-15	B125	Public Speaking	12	IQ-1	1	B216
CR: 9 (Fairly Often).			Rapier	10	DX+0	2	B208
Curious	-5	B129	Riding (Camel)	9	DX-1	1	B217
CR: 12 (Quite Often).			Savoir-Faire (High Society)	13	IQ+0	1	B218
			Savoir-Faire (Magical)	13	IQ+0	1	F136
			Savoir-Faire (Military)	13	IQ+0	1	B218
			Savoir-Faire (Police)	13	IQ+0	1	B218

Advantages & Disadvantages	Pts	Ref
Disturbing Voice	-10	B132
▽ Quirks	-5	
Chauvinistic Status	-1	B163
Glasses	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Skinny -2 ST vs. knockback	-5	B18
Trickster CR: 12 (Quite Often).	-15	B159

Skills	SL	RSL	Pts	Ref
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
▽ 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
Hardiness	Blocking Protection	1 per DR -	1 sec Instant	13	IQ+0	1	M167
Magelock	Regular Protection	3 2	4 sec 6 hrs	13	IQ+0	1	M166
Missile Shield	Regular Protection	5 2	1 sec 1 min	13	IQ+0	1	M168
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	13	IQ+0	1	M168
Reverse Missiles	Regular Protection	7 3	1 sec 1 min	13	IQ+0	1	M168
Shade	Regular Protection	1 Half	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 1	2 sec 10 min	13	IQ+0	1	M185

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	8	No		1d-3 cr	C,1	
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	10	8		1d-4 cr	C	

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.