

| Portrait   | Identity                                  | Player Information               | 157 Points                        |
|--|---|----------------------------------|-----------------------------------|
|  | Name: <b>Herbert Wells</b>                | Player: <b>dvberkel</b>          | Race: <b>0</b>                    |
|  | Title: _____                              | Campaign: <b>Shephards</b>       | Attributes: <b>60</b>             |
|  | Religion: _____                           | Created On: <b>Jul 14, 2016</b>  | Advantages: <b>79</b>             |
|  |   |                                  | Disadvantages: <b>-55</b>         |
| Description  |   |                                  | Quirks: <b>0</b>                  |
| Race: <b>Human</b>   | Height: <b>5' 10"</b>                     | Hair: <b>Black, Wavy, Medium</b> | Skills: <b>49</b>                 |
| Gender: <b>Male</b>  | Weight: <b>120 lb</b>                     | Eyes: <b>Brown</b>               | Spells: <b>11</b>                 |
| Age: <b>27</b>   | Size: <b>+ 0</b>                          | Skin: <b>Pale</b>                | Earned: <b>13</b>                 |
| Birthday: <b>April 3</b>   | TL: <b>4</b>                              | Hand: <b>Right</b>               |                                   |
| Attributes   | Encumbrance, Move & Dodge                 |                                  | Hit Location                      |
| Strength (ST): <b>10</b>   | Level                                     | Max Load                         | Roll                              |
| Dexterity (DX): <b>10</b>  | None (0)                                  | <b>20 lb</b>                     | Where                             |
| Intelligence (IQ): <b>13</b>   | Light (1)                                 | <b>40 lb</b>                     | -                                 |
| Health (HT): <b>10</b>   | • Medium (2)                              | <b>60 lb</b>                     | DR                                |
| Will: <b>13</b>  | Heavy (3)                                 | <b>120 lb</b>                    |                                   |
| Fright Check: <b>13</b>  | X-Heavy (4)                               | <b>200 lb</b>                    |                                   |
| Basic Speed: <b>5</b>  | Lifting & Moving Things                   |                                  |                                   |
| Basic Move: <b>5</b>   | Basic Lift: <b>20 lb</b>                  |                                  |                                   |
| Perception: <b>14</b>  | One-Handed Lift: <b>40 lb</b>             |                                  |                                   |
| Vision: <b>14</b>  | Two-Handed Lift: <b>160 lb</b>            |                                  |                                   |
| Hearing: <b>14</b>   | Shove & Knock Over: <b>240 lb</b>         |                                  |                                   |
| Taste & Smell: <b>14</b>   | Running Shove & Knock Over: <b>480 lb</b> |                                  |                                   |
| Touch: <b>14</b>   | Carry On Back: <b>300 lb</b>              |                                  |                                   |
| thr: <b>1d-2</b> sw: <b>1d</b>   | Shift Slightly: <b>1,000 lb</b>           |                                  |                                   |
| Fatigue/Hit Points   |   |                                  |                                   |
| Current FP: _____  |   |                                  |                                   |
| Basic FP: <b>10</b>  |   |                                  |                                   |
| Tired: <b>3</b>  |   |                                  |                                   |
| Collapse: <b>0</b>   |   |                                  |                                   |
| Unconscious: <b>-10</b>  |   |                                  |                                   |
| Current HP: _____  |   |                                  |                                   |
| Basic HP: <b>10</b>  |   |                                  |                                   |
| Reeling: <b>3</b>  |   |                                  |                                   |
| Collapse: <b>0</b>   |   |                                  |                                   |
| Check #1: <b>-10</b>   |   |                                  |                                   |
| Check #2: <b>-20</b>   |   |                                  |                                   |
| Check #3: <b>-30</b>   |   |                                  |                                   |
| Check #4: <b>-40</b>   |   |                                  |                                   |
| Dead: <b>-50</b>   |   |                                  |                                   |
| Advantages & Disadvantages   | Pts                                       | Ref                              | Skills                            |
| ▼ Advantages   | 64  |                                  | Accounting                        |
| Absolute Direction   | 5   | B34                              | Administration                    |
| Absolute Timing  | 2   | B35                              | Architecture/TL4                  |
| Color Skill Compensation   | -15                                       |                                  | Artist (Body Art)                 |
| Eidetic Memory   | 10  | B51                              | Default: Artist (Calligraphy) - 4 |
| Filter Lungs   | 5   | B55                              | Artist (Calligraphy)              |
| Hard to Kill 1   | 2   | B58                              | Artist (Drawing)                  |
| Increased Perception 1   | 5   | B16                              | Default: Artist (Calligraphy) - 2 |
| Language: Common   | 0   | B24                              | Artist (Painting)                 |
| Native, -6; Spoken (Native), +3;   |   |                                  | Default: Artist (Calligraphy) - 2 |
| Written (Native), +3.  |   |                                  | Artist (Sculpting)                |
| Lightning Calculator   | 5   | B66                              | Artist (Woodworking)              |
| Intuitive Mathematician, +3.   |   |                                  | Astronomy/TL4                     |
| Power Investiture 2  | 20  | B77                              | Cartography/TL4                   |
| Rapier Wit   | 5   | B79                              | Connoisseur (Literature)          |
| Talent (Gifted Artist) 4   | 20  | B90,PU3:10                       | Default: Literature - 3           |
| Reaction Bonus (Buyers and Critics),   |   |                                  | Connoisseur (Music)               |
| +0%.   |   |                                  | Connoisseur (Visual Arts)         |
| ▼ Disadvantages  | -40                                       |                                  | Cryptography/TL4                  |
| Code of Honor (Gentleman's)  | -10                                       | B127                             | Herb Lore/TL4                     |
| Easy to Read   | -10                                       | B134                             | Hidden Lore                       |
| Flashbacks (Mild, -2, 2D   | -5  | B136                             | Innate Attack (Beam)              |
| seconds)   |   |                                  | Innate Attack (Projectile)        |
| Guilt Complex  | -5  | B137                             | Naturalist                        |
| Honesty  | -10                                       | B138                             | Navigation/TL4                    |
| CR: 12 (Resist Quite Often).   |   |                                  | Default: Astronomy/TL4 - 5        |
|  |   |                                  | Research/TL4                      |
|  |   |                                  | Staff                             |
|  |   |                                  | ▼ color                           |
|  |   |                                  | Archaeology                       |
|  |   |                                  | Biology/TL4 (Life)                |
|  |   |                                  | Computer Hacking/TL4              |

| Advantages & Disadvantages | Pts | Ref | Skills                        | SL  | RSL  | Pts | Ref  |
|----------------------------|-----|-----|-------------------------------|-----|------|-----|------|
|                            |     |     | Computer Operation/TL4        | 1 3 | IQ+0 | 1   | B184 |
|                            |     |     | Computer Programming/TL4      | 1 1 | IQ-2 | 1   | B184 |
|                            |     |     | Computer Programming/TL4 (AI) | 1 1 | IQ-2 | 1   | B184 |
|                            |     |     | Electrician/TL4               | 1 2 | IQ-1 | 1   | B189 |
|                            |     |     | Geology/TL4 (Earthlike)       | 1 1 | IQ-2 | 1   | B198 |
|                            |     |     | Linguistics                   | 1 1 | IQ-2 | 1   | B205 |
|                            |     |     | Literature                    | 1 1 | IQ-2 | 1   | B205 |
|                            |     |     | Mathematics/TL4 (Applied)     | 1 1 | IQ-2 | 1   | B207 |
|                            |     |     | Mathematics/TL4 (Pure)        | 1 1 | IQ-2 | 1   | B207 |
|                            |     |     | Meteorology/TL4               | 1 2 | IQ-1 | 1   | B209 |
|                            |     |     | Public Speaking               | 1 2 | IQ-1 | 1   | B216 |
|                            |     |     | Theology                      | 1 1 | IQ-2 | 1   | B226 |

| Spells             | Class                          | Mana Cost        | Time                         | SL  | RSL  | Pts | Ref  |
|--------------------|--------------------------------|------------------|------------------------------|-----|------|-----|------|
| Acid Ball          | Missile<br>Water               | 1-Magery<br>-    | 1-3 sec<br>Instant           | 1 1 | IQ-2 | 1   | M191 |
| Acid Jet           | Regular<br>Water               | 1-3<br>1-3       | 1 sec<br>1 sec               | 1 1 | IQ-2 | 1   | M192 |
| Body of Flames     | Regular<br>Fire                | 1 2<br>4         | 5 sec<br>1 min               | 1 0 | IQ-3 | 1   | M76  |
| Body of Metal      | Regular<br>Technological/Metal | 1 2<br>6         | 5 sec<br>1 min               | 1 1 | IQ-2 | 1   | M183 |
| Cure Disease       | Regular<br>Healing             | 4<br>-           | 10 min<br>Permanent          | 1 1 | IQ-2 | 1   | M91  |
| Explosive Fireball | Missile<br>Fire                | 2-2xMagery#<br>- | 1-3 sec<br>Instant           | 1 1 | IQ-2 | 1   | M75  |
| Extinguish Fire    | Regular<br>Fire                | 3<br>-           | 1 sec<br>Permanent           | 1 1 | IQ-2 | 1   | M72  |
| Fireball           | Missile<br>Fire                | 1-Magery<br>-    | 1-3 sec<br>Instant           | 1 1 | IQ-2 | 1   | M74  |
| Illusion Disguise  | Regular<br>Illusion & Creation | 3<br>-           | 1 sec<br>Until illusion ends | 1 1 | IQ-2 | 1   | M96  |
| Return Missile     | Blocking<br>Protection         | 2<br>-           | 1 sec<br>Instant             | 1 1 | IQ-2 | 1   | M168 |
| Major Healing      | Regular<br>Healing             | 1-4<br>-         | 1 sec<br>Permanent           | 1 0 | IQ-3 | 1   | M91  |

| Melee Weapons  | Usage        | Lvl | Parry | Block | Damage         | Reach   | ST |
|----------------|--------------|-----|-------|-------|----------------|---------|----|
| Acid Jet       | Jet          | 1 0 | No    |       | 1d-1 cor/point | 1/point |    |
| Body of Flames | Punch        | 1 0 | 8     |       | 1d burn        | C       |    |
| Natural        | Kick         | 8   | No    |       | 1d-2 cr        | C,1     |    |
| Natural        | Kick w/Boots | 8   | No    |       | 1d-1 cr        | C,1     |    |
| Natural        | Punch        | 1 0 | 8     |       | 1d-3 cr        | C       |    |
| Quarterstaff   | Swung        | 1 3 | 1 1   | No    | 1d+2 cr        | 1,2     | 7† |
| Quarterstaff   | Thrust       | 1 3 | 1 1   | No    | 1d cr          | 1,2     | 7† |

| Ranged Weapons     | Usage | Lvl | Acc | Damage              | Range | RoF | Shots | Bulk | Rcl | ST |
|--------------------|-------|-----|-----|---------------------|-------|-----|-------|------|-----|----|
| Acid Ball          |       | 1 0 | 1   | 1d cor/point        | 20/40 |     |       |      |     |    |
| Explosive Fireball |       | 1 0 | 1   | 1d burn ex/2 points | 25/50 |     |       |      |     |    |
| Fireball           |       | 1 0 | 1   | 1d burn/point       | 25/50 |     |       |      |     |    |

| Equipment (52 lb; \$715) | ? | # | \$  | W     | \$  | W     | Ref  |
|--------------------------|---|---|-----|-------|-----|-------|------|
| Quarterstaff             | E | 1 | 10  | 4 lb  | 10  | 4 lb  | B273 |
| Scale Armor              | E | 1 | 420 | 35 lb | 420 | 35 lb | B283 |
| Heavy Leather Leggings   | E | 1 | 60  | 4 lb  | 60  | 4 lb  | B283 |
| Heavy Leather Sleeves    | E | 1 | 50  | 2 lb  | 50  | 2 lb  | B283 |
| Leather Gloves           | E | 1 | 30  | 0 lb  | 30  | 0 lb  | B284 |

| Equipment (52 lb; \$715)   |  | ? | # | \$ | W    | \$ | W    | Ref  |
|--|--|---|---|----|------|----|------|------|
| Boots  |  | E | 1 | 80 | 3 lb | 80 | 3 lb | B284 |
| ▼ Backpack, Small  |  | E | 1 | 60 | 3 lb | 65 | 4 lb | B288 |
| Personal Basics  |  | E | 1 | 5  | 1 lb | 5  | 1 lb | B288 |
| Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits. |  |   |   |    |      |    |      |      |

Notes