


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

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

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
Addiction (Cocaine)	-20	B122	First Aid/TL4	13	IQ+1	1	B195
Cost: Expensive, -10; Effects:			Jeweler/TL4	14	IQ+2	1	B203
Hallucinogenic, -10; Illegal, +0.			Knot-Tying	12	DX+2	1	B203
Bad Temper	-10	B124	Leatherworking	14	DX+4	1	B205
CR: 12 (Quite Often).			Lockpicking/TL4	13	IQ+1	1	B206
Compulsive Swearing	-5	B129	Packing	11	IQ-1	1	B212
CR: 12 (Quite Often).							
Curious	-5	B129					
CR: 12 (Quite Often).							

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Delusion (Son of God) Severe, -15.	-15	B130	Pickpocket Default: Sleight of Hand - 4	10	DX+0	1	B213
Dwarfism	-15	B19	Riding (Camel)	9	DX-1	1	B217
Jealousy	-10	B140	Running	10	HT+0	2	B218
▼ Quirks	-5		Savoir-Faire (Circus)	12	IQ+0	1	B218
Alcohol Intolerance	-1	B165	Sewing/TL4	14	DX+4	1	B219
Broad-Minded	-1	B163	Sleight of Hand	10	DX+0	1	B221
Heisenquirk	-1		Survival (Desert)	8	Per+2	8	B223
Heisenquirk	-1		Swimming	6	HT+2	4	B224
Heisenquirk	-1						

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

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

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Wisdom	Regular	4/pt of IQ	1 sec	13	IQ+1	1	M135
	Mind Control	Same	1 min				

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Large Knife	Swung	10	9	No	1d-4 cut	C,1	6
Large Knife	Thrust	10	9	No	1d-3 imp	C	6
Medium Shield	Shield Bash	10	No	10	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	10	10		1d-4 cr	C	
Shortsword	Swung	10	10	No	1d-2 cut	1	8
Shortsword	Thrust	10	10	No	1d-3 imp	1	8

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

Equipment (59.25 lb; \$1,045)	?	#	\$	W	\$	W	Ref
Backpack, Small	E	1	60	3 lb	125	6.25 lb	B288
First Aid Kit A complete kit for treating wounds, with bandages, ointments, etc.	E	1	50	2 lb	50	2 lb	B289
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
Wineskin	E	1	10	0.25 lb	10	0.25 lb	B288
Large Knife	E	1	40	1 lb	40	1 lb	B272
Medium Shield	E	1	60	15 lb	60	15 lb	B287
Scale Armor	E	1	420	35 lb	420	35 lb	B283
Shortsword	E	1	400	2 lb	400	2 lb	B273

Notes