Portrait

Identity							
Name:	Herbert Wells						
Title:							
Religion:							

Race: Human

Gender: Male

Age: 27

Player Information
Player: dvberkel
Campaign: Shephards
Created On: Jul 14, 2016

Description

Hair: Black, Wavy, Medium

Eyes: Brown

Skin: Pale

Hand: Right

132 Points
Race: 0
Attributes: 6 0
Advantages: -5 5
Quirks: 0
Skills: 4 9
Spells: 9

Earned:

0

Rirth	day.	· Anril 3
BITTITI	Jay	. April 3
		End
: 10		Level
): <b>10</b>		None (
: 13		Light (
): 10	•	Medium (
ill: 13	1	Heavy
: 13		X-Heavy
: 5		
e: <b>5</b>		
: <u>14</u>		
n: 14		
g: 14		SI
	: 10): 10 10: 13 :: 13 :: 13 :: 13 :: 13 :: 5 : 5 : 5 : 14 :: 14	): 10 : 13 ): 10 ill: 13 :: 13 :: 5 e: 5 h: 14 n: 14

Taste & Smell:

thr:

Touch:

sw:

Encumbrance, Move & Dodge							
Level	Max Load	Move	Dodge				
None (0)	20 lb	5	8				
Light (1)	40 lb	4	7				
• Medium (2)	60 lb	3	6				
Heavy (3)	120 lb	2	5				
X-Heavy (4)	200 lb	1	4				
Lifting & Moving Things							

Height: 5' 10"

Weight: 120 lb

Size: **+ 0** 

TL:4

• Medium (2)	60 lb	3	6	5				
Heavy (3)	120 lb	2	5	6-				
X-Heavy (4)	200 lb	1	4	8				
Lifti	ing & Moving <sup>-</sup>	Things		9-1				
	Basic L		20 lb	11				
One-Handed Lift: 40 lb								
Two-Handed Lift: 160 lb								
Shov	e & Knock Ove	er:	240 lb	15				
Running Shove & Knock Over: 480 lb								
Carry On Back: 300 lb								
	Shift Slightl	y:	1,000 lb	-				

Hit Location						
Roll		DR				
-	Eye	-9	0			
3-4	Skull	-7	2			
5	Face	-5	0			
6-7	R. Leg	-2	2			
8	R. Arm	-2	2			
9-10	Torso	0	4			
11	Groin	-3	4			
12	L. Arm	-2	2			
13-14	L. Leg	-2	2			
15	Hand	-4	2			
16	Foot	-4	2			
17-18	Neck	-5	0			
-	Vitals	-3	4			

-		
		Fatigue/Hit Points
	DR	Current FP:
)	0	Basic FP: 10
•	2	Tired: 3
,	0	Collapse: 0
2	2 2	Unconscious: -10
•	2	Current HP:
	4	Basic HP: 10
,	4 2 2 2 2	Reeling: 3
,	2	Collapse: 0
L	2	Check #1: -10
Ĺ	2	Check #2: -20
	0	Check #3: -30
3	4	Check #4: -40
,	7	Dead: -50

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<del> </del>	5 4		Accounting	1 1	IQ-2	1	B174
Absolute Direction	5	B34	Administration	1 2	IQ-1	1	B174
Absolute Timing	2	B35	Architecture/TL4	1 2	IQ-1	1	B176
Color Skill Compensation	-15		Artist (Body Art)	1 5	IQ+2	1	B179
Eidetic Memory	10	B51	Default: Artist (Calligraphy) - 4				
Photographic, +5.			Artist (Calligraphy)	1 5			_
Filter Lungs	5	B55	Artist (Drawing)	1 5	IQ+2	1	B179
Hard to Kill 1	2	B58	Default: Artist (Calligraphy) - 2  Artist (Painting)	1.5	IQ+2	1	B179
Increased Perception 1	5	B16	Default: Artist (Calligraphy) - 2	1 5	10+2	'	БІТЭ
Language: Common	0	B24	Artist (Sculpting)	1 5	IQ+2	1	B179
Native, -6; Spoken (Native), +3; Written (Native), +3.			Artist (Woodworking)	1 5	IQ+2	1	B179
Lightning Calculator	5	B66	Astronomy/TL4	11	IQ-2	1	B179
Intuitive Mathematician, +3.			Cartography/TL4	1 2	IQ-1	1	B183
Power Investiture 1	10	B77	Connoisseur (Literature)	12	IQ-1	1	B185
Rapier Wit	5	B79	Default: Literature - 3				
Talent (Gifted Artist) 4	20	B90,PU3:10	Connoisseur (Music)	1 2	IQ-1	1	B185
Reaction Bonus (Buyers and Critics),			Connoisseur (Visual Arts)	1 2	IQ-1	1	B185
+0%.  Disadvantages	-40		Cryptography/TL4	1 1	IQ-2	1	B186
Code of Honor (Gentleman's)			Herb Lore/TL4	1 0	IQ-3	1	B199
Easy to Read	-10		Hidden Lore	1 2	IQ-1	1	B199
Flashbacks (Mild, -2, 2D	- 5	B134	Innate Attack (Beam)	1 0	DX+0	1	B201
seconds)	- 5	БІЗО	Innate Attack (Projectile)	1 0	DX+0	1	B201
Guilt Complex	- 5	B137	Naturalist	11	IQ-2	1	B211
Honesty	-10	B138	Navigation/TL4	1 2	IQ-1	1	B211
CR: 12 (Resist Quite Often).			Default: Astronomy/TL4 - 5				_
			Research/TL4	1 2	1 -4 1	1	
			Staff	1 3	DX+3	1 2	B208
			⇔ color				
			Archaeology	11	IQ-2	1	B176
			Biology/TL4 (Life)	1 0	IQ-3	1	B180
			Computer Hacking/TL4	1 0	IQ-3	1	B184

Advantages & Disadvantages	Pts	R	ef		Skills							SL	RSL		⊃ts	Ref	
					Computer Ope				pera	atio	n/TI	L4	1 3	IQ+	0	1	B184
					Computer Programming/TL4						11	IQ.	-2	1	B184		
				Computer Programming/TL4 (AI)						11	IQ.	-2	1	B184			
				-		Elec			_	L4 (	AI)		1 2	IQ.	1	1	B189
						Geol				arth	liko		11	IQ.	-		B198
				-		Ling			(	a	IIKC	,	11	IQ	-		B205
						Lite							11	IQ.	-		B205
						Math	nem	atics	s/TL	.4			11	IQ	_		B207
						(App			\/TI	4 / 5		, ,	11	IQ.	2	1	B207
				-		Math					ure	*)	1 2	IQ.	-		B207
						Publ							12	IQ.	-	_	B216
						The		•	Killy	J			11	IQ	_		B226
Spells			Clas	ss		Mana	a Co	st		Tir	ne		SL	RSI		rts	Ref
Acid Ball		Missi	le			1-Mag	gery	/	1-3	sec			1 1	IQ-	2	1	M 1 9 1
		Water				-			Inst								
Acid Jet		<b>Regu</b> Water				<b>1-3</b> 1-3			<b>1 s</b>				11	IQ-	2	1	M 1 9 2
Body of Flames		Regu				12			5 s				1 (	IQ-	3	1	M 7 6
		Fire	_			4				1 min							
Body of Metal		Regu Techno		cal/M	etal	<b>1 2</b> 6				5 sec 1 min			1 1	IQ-	2	1	M 183
Cure Disease		<b>Regu</b> Healin			4 1				10 min Permanent			1 1	IQ-	2	1	M 9 1	
Explosive Fireball		Missi Fire			2-2xMagery#1			1-3 sec Instant			1 1	IQ-	2	1	M 7 5		
Extinguish Fire		Regu	lar		3			1 sec				11	IQ-	2	1	M 7 2	
Illusion Disguise		Fire Regu			3 Permanent					IQ-	2	1	M 9 6				
Major Healing		Illusion Regu		Creation	tion - Until illusion en			end	_	) IQ-	2	1	M 9 1				
major ricaring		Healin			- Permanent						1 5		<u>'</u>	101 3 1			
Melee Weapons				l	Jsag	ge	LvI	Parr	у В	lock		Da	mag	е	R	eac	h ST
Acid Jet				Jet				Νo						poin	_	poi	nt
Body of Flames				Pun			10						burn		-	С	
Natural				Kicl				No			_	-2 (			C,1		
Natural					ck w/Boots			No		1d-1					C,1		
Natural					ch		10		N.	_		-3 (		С		^	7.1
Quarterstaff Quarterstaff					vung 13 11 rust 13 11			N				cr		1,		7†	
				Thr					N						1,		7†
Ranged Weapons Acid Ball		Jsage	1 0			Dar cor/p	nag oin			Rang 20/4		RoF	Sho	ots   l	3ul	k   R	.cl ST
Explosive Fireball	Explosive Fireball 1 0 1 1d burn ex/2 points 25/50																
Equipment (	(52 lt	o; \$71 <u>5</u>	5)						?	#	\$		W	\$		W	Ref
Quarterstaff									E		1 (	0 4	Ιb	10	4	lb	B273
Scale Armor									E	1	42	0 35	lb	420	35	Ιb	B283
Heavy Leather Leggings									E	1	6 (	0 4	lb	6 0	4	Ιb	B283

Notes