

Description		
Race: Human	Height: 5' 10"	Hair: Black, Wavy, Medium
Gender: Male	Weight: 120 lb	Eyes: Brown
Age: 27	Size: + 0	Skin: Pale
Birthday: April 3	TL: 4	Hand: Right

Disadvantages:	-55
Quirks:	0
Skills:	49
Spells:	9
Earned:	0

Attributes	
Strength (ST):	<u>10</u>
Dexterity (DX):	<u>10</u>
Intelligence (IQ):	<u>13</u>
Health (HT):	<u>10</u>
Will:	<u>13</u>
Fright Check:	<u>13</u>
Basic Speed:	<u>5</u>
Basic Move:	<u>5</u>
Perception:	<u>14</u>
Vision:	<u>14</u>
Hearing:	<u>14</u>
Taste & Smell:	<u>14</u>
Touch:	<u>14</u>
thr:	<u>1d-2</u>
sw:	<u>1d</u>

Lifting & Moving Things	
Basic Lift:	20 lb
One-Handed Lift:	40 lb
Two-Handed Lift:	160 lb
Shove & Knock Over:	240 lb
Running Shove & Knock Over:	480 lb
Carry On Back:	300 lb
Shift Slightly:	1,000 lb

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

Basic HP:	10
Reeling:	3
Collapse:	0
Check #1:	-10
Check #2:	-20
Check #3:	-30
Check #4:	-40
Dead:	-50

Advantages & Disadvantages	Pts	Ref
▼ Advantages	54	
Absolute Direction	5	B34
Absolute Timing	2	B35
Color Skill Compensation	-15	
Eidetic Memory Photographic, +5.	10	B51
Filter Lungs	5	B55
Hard to Kill 1	2	B58
Increased Perception 1	5	B16
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24
Lightning Calculator Intuitive Mathematician, +3.	5	B66
Power Investiture 1	10	B77
Rapier Wit	5	B79
Talent (Gifted Artist) 4 Reaction Bonus (Buyers and Critics), +0%.	20	B90,PU3:10
▼ Disadvantages	-40	
Code of Honor (Gentleman's)	-10	B127
Easy to Read	-10	B134
Flashbacks (Mild, -2, 2D seconds)	-5	B136
Guilt Complex	-5	B137
Honesty CR: 12 (Resist Quite Often).	-10	B138

color				
Archaeology	1 1	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	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 Water	1-Magery -	1-3 sec Instant	1 1	IQ-2	1	M191
Acid Jet	Regular Water	1-3 1-3	1 sec 1 sec	1 1	IQ-2	1	M192
Body of Flames	Regular Fire	1 2 4	5 sec 1 min	1 0	IQ-3	1	M76
Body of Metal	Regular Technological/Metal	1 2 6	5 sec 1 min	1 1	IQ-2	1	M183
Cure Disease	Regular Healing	4 -	10 min Permanent	1 1	IQ-2	1	M91
Explosive Fireball	Missile Fire	2-2xMagery# -	1-3 sec Instant	1 1	IQ-2	1	M75
Extinguish Fire	Regular Fire	3 -	1 sec Permanent	1 1	IQ-2	1	M72
Illusion Disguise	Regular Illusion & Creation	3 -	1 sec Until illusion ends	1 1	IQ-2	1	M96
Major Healing	Regular Healing	1-4 -	1 sec 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					

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
Boots	E	1	80	3 lb	80	3 lb	B284
▼ Backpack, Small	E	1	60	3 lb	65	4 lb	B288
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

