

| Identity             |
|----------------------|
| Name: Alan Church    |
| Title: Sergeant      |
| Religion: K-theorist |

Race: Human

Gender Male

Age: **35** 

|             | Player Information |
|-------------|--------------------|
| Player:     | Daan van Berkel    |
| Campaign:   |                    |
| Created On: | Oct 13, 2015       |

Eyes: **Green**Skin: Pale
Hand: Right

Hair: Brown, Wavy, Long

| 76 Points        |     |
|------------------|-----|
| Race:            | 0   |
| Attributes:      | 30  |
| Advantages:      | 106 |
| Disadvantages: - | 160 |
| Quirks:          | -5  |
| Skills:          | 49  |
| Spells:          | 56  |
| Earned:          | 0   |

|                    | Birthday: February 12 |             |      |  |  |  |
|--------------------|-----------------------|-------------|------|--|--|--|
| Attributes         |                       |             | En   |  |  |  |
| Strength (ST):     | 8                     | Level       |      |  |  |  |
| Dexterity (DX):    | 10                    | • None (0)  |      |  |  |  |
| Intelligence (IQ): | 13_                   | Light (1)   |      |  |  |  |
| Health (HT):       | 9                     | Medium (2)  |      |  |  |  |
| Will:              | 13                    | Heavy (3)   |      |  |  |  |
| Fright Check:      | 13                    | X-Heavy (4) |      |  |  |  |
| Basic Speed:       | 4.75                  |             |      |  |  |  |
| Basic Move:        | 4                     |             |      |  |  |  |
| Perception         | 13                    | (           | One- |  |  |  |
| Vision:            | 13                    |             | Γwo- |  |  |  |
| Hearing:           | 13                    | Sho         | ve 8 |  |  |  |
| Taste & Smell:     | 13                    | Running Sho | ve 8 |  |  |  |

Touch:

SW:

thr: 1d-3

| Encumbrance, Move & Dodge |          |                     |   |  |  |  |  |
|---------------------------|----------|---------------------|---|--|--|--|--|
| Level                     | Max Load | Max Load Move Dodge |   |  |  |  |  |
| • None (0)                | 13 lb    | 4                   | 7 |  |  |  |  |
| Light (1)                 | 26 lb    | 3                   | 6 |  |  |  |  |
| Medium (2)                | 39 lb    | 2                   | 5 |  |  |  |  |
| Heavy (3)                 | 78 lb    | 1                   | 4 |  |  |  |  |
| X-Heavy (4)               | 130 lb   | 1                   | 3 |  |  |  |  |

Height: **5' 9"** Weight: **154 lb** 

Size: **+0** 

TL: 4

Description

| Lifting & Moving Things  Basic Lift: 13 lb One-Handed Lift: 26 lb Two-Handed Lift: 104 lb Shove & Knock Over 156 lb Running Shove & Knock Over 312 lb Carry On Back: 195 lb Shift Slightly: 650 lb | X-Heavy (4) | 130 lb           | 1         | 3      |
|--|-------------|------------------|-----------|--------|
| One-Handed Lift: Two-Handed Lift: Shove & Knock Over Running Shove & Knock Over Carry On Back:  26 lb 104 lb 156 lb 156 lb 156 lb 157 lb   |             | Lifting & Movi   | ng Things |        |
| Two-Handed Lift: 104 lb Shove & Knock Over 156 lb Running Shove & Knock Over 312 lb Carry On Back: 195 lb  |             | Basic Lift:      |           | 13 lb  |
| Shove & Knock Over 156 lb Running Shove & Knock Over 312 lb Carry On Back: 195 lb  |             | One-Handed Lift: |           | 26 lb  |
| Running Shove & Knock Over 312 lb Carry On Back: 195 lb  | 1           | Γwo-Handed Lift: |           | 104 lb |
| Carry On Back: 195 lb  | Sho         | ve & Knock Over  |           | 156 lb |
| •  | Running Sho | ve & Knock Over  |           | 312 lb |
| Shift Slightly: 650 lb   |             | Carry On Back:   |           | 195 lb |
| Similary:  |             | Shift Slightly:  |           | 650 lb |

| H     | it Locati | on |    | Fatigue/Hit Points |
|-------|-----------|----|----|--------------------|
| Roll  | Where     | -  | DR | Current FP:        |
| -     | Eye       | -9 | 0  | Basic FP: 11       |
| 3-4   | Skull     | -7 | 2  | Tired: 3           |
| 5     | Face      | -5 | 0  | Collapse: 0        |
| 6-7   | R. Leg    | -2 | 0  | Unconscious -11    |
| 8     | R. Arm    | -2 | 0  | Current HP:        |
| 9-10  | Torso     | 0  | 0  |                    |
| 11    | Groin     | -3 | 0  | Basic HP: 8        |
| 12    | L. Arm    | -2 | 0  | Reeling: 2         |
| 13-14 | L. Lea    | -2 | 0  | Collapse: 0        |
| 15    | Hand      | -4 | 0  | Check #1: -8       |
| 16    | Foot      | -4 | 0  | Check #2: -16      |
| 17-18 | Neck      | -5 | 0  | Check #3: -24      |
| -     | Vitals    | -3 | 0  | Check #4: -32      |
|       |           | Ľ  | Ľ  | Dead: -40          |

|  |     | <u> </u>   |
|--|-----|------------|
| Advantages & Disadvantages   | Pts | Ref        |
|  | 106 |            |
| <b>Eidetic Memory</b><br>Photographic, +5.   | 10  | B51        |
| Extra Fatigue Points 2   | 6   | B16        |
| Fashion Sense  | 5   | B21        |
| Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.  | 0   | B24        |
| Language: Magic Spoken (Native), +3; Written (Native), +3.   | 6   | B24        |
| Less Sleep 4   | 8   | B65        |
| Magery 3   | 35  | B66        |
| <del>▽</del> Perks   | 6   |            |
| Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable   | 1   | B100       |
| Deep Sleeper   | 1   | B101       |
| Penetrating Voice  | 1   | B101       |
| Reduced Consumption 2 Food Only, -50%.   | 2   | B80        |
| Signature Gear 1 Gear is worth (starting wealth)/10 per level  | 1   | B85        |
| Rank 1 Corporate: Officer  | 5   | B29        |
| Rapier Wit   | 5   | B79        |
| Social Chameleon   | 5   | B86        |
| Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. | 15  | B90,PU3:15 |
| Color Modifier, x0.  | 0   |            |
| Lightning Calculator Intuitive Mathematician, +3.  | 0   | B66        |
|  |     |            |

| Skills                      | SL | RSL    | Pts | Ref  |
|-----------------------------|----|--------|-----|------|
| Acting                      | 13 | IQ+0   | 1   | B174 |
| Carousing                   | 10 | HT+1   | 1   | B183 |
| <b>▽</b> Color              |    |        |     |      |
| Accounting                  | 15 | IQ+2   | 1   | B174 |
| Astronomy                   | 15 | IQ+2   | 1   | B179 |
| Finance                     | 15 | IQ+2   | 1   | B195 |
| Mathematics (Applied)       | 15 | IQ+2   | 1   | 207  |
| Mathematics (Applied)       | 15 | IQ+2   | 1   | 207  |
| Mathematics (Pure)          | 15 | IQ+2   | 1   | B207 |
| Mathematics/TL4             | 15 | IQ+2   | 1   | B207 |
| (Cryptology)                |    |        |     |      |
| Physics                     | 14 | IQ+1   | 1   | B213 |
| Crossbow                    | 11 | DX+1   | 2   | B186 |
| Cryptography/TL4            | 15 | IQ+2   | 1   | B186 |
| Detect Lies                 | 12 | Per-1  | 1   | B187 |
| Diplomacy                   | 12 | IQ-1   | 1   | B187 |
| Engineer/TL4 (Clockwork)    | 15 | IQ+2   | 1   | B190 |
| Engineer/TL4 (Combat)       | 15 | IQ+2   | 1   | B190 |
| Fast-Talk                   | 13 | IQ+0   | 1   | B195 |
| Innate Attack (Beam)        | 11 | DX+1   | 2   | B201 |
| Innate Attack (Breath)      | 11 | DX+1   | 2   | B201 |
| Innate Attack (Projectile)  | 11 | DX+1   | 2   | B201 |
| Intimidation                | 13 | Will+0 | 1   | B202 |
| Knife                       | 11 | DX+1   | 2   | B208 |
| Leadership                  | 13 | IQ+0   | 1   | B204 |
| Mimicry (Speech)            | 11 | IQ-2   | 1   | B210 |
| Panhandling                 | 14 | IQ+1   | 1   | B212 |
| Performance                 | 12 | IQ-1   | 1   | B212 |
| Poisons/TL4                 | 11 | IQ-2   | 1   | B214 |
| Politics                    | 13 | IQ+0   | 1   | B214 |
| Public Speaking             | 13 | IQ+0   | 1   | B216 |
| Rapier                      | 10 | DX+0   | 2   | B208 |
| Riding (Camel)              | 9  | DX-1   | 1   | B217 |
| Savoir-Faire (High Society) | 14 | IQ+1   | 1   | B218 |
| Savoir-Faire (Magical)      | 14 | IQ+1   | 1   | F136 |
| Savoir-Faire (Military)     | 14 | IQ+1   | 1   | B218 |
| Savoir-Faire (Police)       | 14 | IQ+1   | 1   | B218 |

| Advantages & Disadvantages  | Pts  | Ref        |
|---|------|------------|
| Talent (Mathematical Ability) 4 Reaction Bonus (Engineers and scientists), +0%. |      | B90,PU3:12 |
| Disadvantages     ■   | -165 |            |
| Appearance<br>Monstrous, -20.   | -20  | B21        |
| Autophobia (Being Alone) CR: 12 (Quite Often).                                  | -15  | B149       |
| Brontophobia (Loud Noises) CR: 12 (Quite Often).                                | -10  | B150       |
| <b>Bully</b><br>CR: 9 (Fairly Often).   | -15  | B125       |
| Curious<br>CR: 12 (Quite Often).  | -5   | B129       |
| Disturbing Voice  | -10  | B132       |
| Fanaticism (K-theorist)   | -15  | B136       |
| Low Pain Threshold  | -10  | B142       |
| Paranoia  | -10  | B148       |
| <del>▽</del> Quirks   | -5   |            |
| Chauvinistic<br>Status  | -1   | B163       |
| Glasses   | -1   |            |
| Heisenquirk   | -1   |            |
| Heisenquirk   | -1   |            |
| Heisenquirk   | -1   |            |
| Secret Identity (Corporate) Possible Death, -30.                                | -30  | B152       |
| Skinny<br>-2 ST vs. knockback   | -5   | B18        |
| Trickster<br>CR: 12 (Quite Often).  | -15  | B159       |

| Skills           | SL | RSL  | Pts | Ref  |
|------------------|----|------|-----|------|
| Sex Appeal       | 9  | HT+0 | 1   |      |
| Shield (Buckler) | 11 | DX+1 | 2   | B220 |
| Singing          | 9  | HT+0 | 1   | B220 |
| Streetwise       | 13 | IQ+0 | 1   | B223 |
| Thaumatology     | 13 | IQ+0 | 1   | B225 |
| Throwing         | 10 | DX+0 | 2   | B226 |
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| Class                   | Mana Cost  | Time                  | SL   | RSL  | Pts   | Ref  |
|-------------------------|--|-----------------------|------|------|---|------|
|                         |  |                       |      |      |   |      |
| <b>Area</b><br>Air      | 1 -  | 1 sec<br>5 sec        | 14   | IQ+1 | 1   | M23  |
| <b>Area</b><br>Air      | 1 -  | 1 sec<br>Instant      | 14   | IQ+1 | 1   | M23  |
| <b>Regular</b><br>Air   | 1-10   | 1 sec<br>1 min        | 14   | IQ+1 | 1   | M24  |
|                         |  |                       |      |      |   |      |
| <b>Regular</b> Fire     | <b>12</b> 4  | 5 sec<br>1 min        | 13   | IQ+0 | 1   | M76  |
| <b>Regular</b><br>Fire  | 1-4  | <b>2 sec</b><br>1 sec | 13   | IQ+0 | 1   | M76  |
| <b>Melee</b><br>Fire    | 1-3  | 1 sec<br>Instant      | 14   | IQ+1 | 1   | M79  |
| <b>Regular</b> Fire     | <b>Varies</b> Varies   | 1 min<br>1 min        | 14   | IQ+1 | 1   | M74  |
| <b>Area</b><br>Fire     | <b>2</b><br>Half   | 1 sec<br>1 min        | 14   | IQ+1 | 1   | M72  |
| <b>Blocking</b><br>Fire | 1 -  | 1 sec<br>Instant      | 14   | IQ+1 | 1   | M73  |
| Area<br>Fire            | <b>3#</b><br>2   | 3 sec<br>1 min        | 14   | IQ+1 | 1   | M75  |
| <b>Missile</b><br>Fire  | 2-2xMagery#<br>-   | 1-3 sec<br>Instant    | 14   | IQ+1 | 1   | M75  |
| <b>Regular</b><br>Fire  | 3 -  | 1 sec<br>Permanen     |      | IQ+1 | 1   | M72  |
| <b>Regular</b><br>Fire  | Varies<br>Varies   | 1 sec<br>1 min        | 14   | IQ+1 | 1   | M73  |
| Area                    | 1-5  | 1-5 sec               | 14   | IQ+1 | 1   | M75  |
|                         | Area Air Area Air Regular Air Regular Fire Regular Fire Melee Fire Regular Fire Area Fire Blocking Fire Area Fire Area Fire Regular Fire | Area                  | Area | Area | Area 1 1 1 sec 14 IQ+1 Air - 5 sec  Area 1 1 1 sec 14 IQ+1 Air - Instant  Regular 1-10 1 sec 14 IQ+1 Air - 1 min  Regular 1 2 5 sec 13 IQ+0 Fire 4 1 min  Regular 1-4 2 sec 13 IQ+0 Fire - 1 sec  Melee 1-3 1 sec 14 IQ+1 Fire - Instant  Regular Varies 1 min 14 IQ+1 Fire Half 1 min  Blocking 1 1 sec 14 IQ+1 Fire - Instant  Area 2 1 sec 14 IQ+1 Fire - Instant  Area 3 3 sec 14 IQ+1 Fire 2 1 min  Missile 2-2xMagery# 1-3 sec 14 IQ+1 Fire - Instant  Regular - 1 sec 14 IQ+1 Fire 1 nin  Area 3 4 3 sec 14 IQ+1 Fire 1 nin  Missile 2-2xMagery# 1-3 sec 14 IQ+1 Fire - Instant  Regular - 1 sec 14 IQ+1 Fire 1 nin  Missile 2-2xMagery# 1-3 sec 14 IQ+1 Fire 1 nin  Regular 7 Sec 14 IQ+1 Fire 1 nin  Regular 8 1 sec 14 IQ+1 Fire 1 nin  Regular 9 Sec 14 IQ+1 Fire 1 nin  Regular 1 sec 14 IQ+1 Fire 1 nin  Regular 1 sec 14 IQ+1 Fire 1 nin  Regular 3 1 sec 14 IQ+1 Fire 1 nin  Regular 3 1 sec 14 IQ+1 | Area |

| Spells   | Class                         | Mana Cost               | Time               | SL | RSL  | Pts | Ref         |  |
|--|-------------------------------|-------------------------|--------------------|----|------|-----|-------------|--|
| Fireball   | <b>Missile</b><br>Fire        | 1-Magery                | 1-3 sec<br>Instant | 14 | IQ+1 | 1   | M74         |  |
| Fireproof  | Area<br>Fire                  | 3#<br>Same              | 5 min<br>1 day     | 14 | IQ+1 | 1   | M73         |  |
| Flame Jet  | Regular<br>Fire               | 1-3<br>Same             | ' '     ' ' '      |    |      | 1   | M73         |  |
| Flaming Armor<br>+1 point burn damage to all melee attacks             | Regular<br>Fire               | 6<br>Half               | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M75         |  |
| Flaming Missiles +2 points burn damage with missiles fired from weapon | <b>Regular</b><br>Fire        | <b>4#</b><br>Half       | 3 sec<br>1 min     | 14 | IQ+1 | 1   | M75         |  |
| Flaming Weapon +2 points burn damage from attacks with melee weapon    | <b>Regular</b><br>Fire        | <b>4</b><br>1           | 2 sec<br>1 min     | 14 | IQ+1 | 1   | M75         |  |
| Heat   | Regular<br>Fire               | <b>Varies</b><br>Varies | 1 min<br>1 min     | 14 | IQ+1 | 1   | M74         |  |
| Ignite Fire  | Regular<br>Fire               | 1-4<br>Same             | 1 sec              | 14 | IQ+1 | 1   | M72         |  |
| Phantom Flame  | Area Fire/Illusion & Creation | 1<br>1                  | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M73         |  |
| Rain of Fire   | Area<br>Fire                  | 1#<br>Same              | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M74         |  |
| Resist Cold  | Regular<br>Fire               | <b>2</b><br>Half        | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M74         |  |
| Resist Fire  | Regular<br>Fire               | 2#<br>Half              | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M74         |  |
| Seek Fire  | Info<br>Fire                  | 1                       | 1 sec<br>Instant   | 14 | IQ+1 | 1   | M72         |  |
| Shape Fire   | Area<br>Fire                  | <b>2</b><br>Half        | 1 sec              | 14 | IQ+1 | 1   | M72         |  |
| Slow Fire  | Regular<br>Fire               | Varies<br>Varies        | 1 sec              | 14 | IQ+1 | 1   | M73         |  |
| Smoke  | Area<br>Fire                  | 1<br>Half               | 1 sec<br>5 min #   | 14 | IQ+1 | 1   | M73         |  |
| Warmth   | Regular Fire/Protection       | 2                       | <b>10 sec</b>      | 14 | IQ+1 | 1   | M74         |  |
| <b>▽</b> Healing   | T II O/T TOLEGUIOTI           |                         | 1 111              |    |      |     |             |  |
| Great Healing  | Regular<br>Healing            | 20                      | 1 min<br>Permanen  |    | IQ+0 | 1   | M91         |  |
| Lend Energy  | Regular<br>Healing            | 1/pt<br>-               | 1 sec<br>Permanen  |    | IQ+1 | 1   | M89         |  |
| Lend Vitality  | Regular<br>Healing            | 1/pt                    | 1 sec<br>1 hour    | 14 | IQ+1 | 1   | M89         |  |
| Major Healing  | Regular<br>Healing            | 1-4                     | 1 sec<br>Permanen  |    | IQ+0 | 1   | M91         |  |
| Minor Healing  | Regular<br>Healing            | 1-3                     | 1 sec<br>Permanen  |    | IQ+1 | 1   | M91         |  |
| <del>▽</del> Knowledge   |                               |                         |                    |    |      |     |             |  |
| Far-Feeling  | Regular<br>Knowledge          | <b>3</b>                | 3 sec<br>1 min     | 14 | IQ+1 | 1   | M100        |  |
| <del>▽</del> Movement  |                               |                         |                    |    |      |     |             |  |
| Apportation  | Regular<br>Movement           |                         |                    | 14 | IQ+1 | 1   | M142        |  |
| <del>▽</del> Earth   |                               |                         |                    |    |      |     |             |  |
| Seek Earth   | Info<br>Earth                 | 3 -                     | 10 sec<br>Instant  | 14 | IQ+1 | 1   | M50         |  |
| Shape Earth  | Regular<br>Earth              | 1/25 cu ft<br>Half      | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M50         |  |
| ▽ Protection   |                               |                         |                    |    |      |     |             |  |
| Armor  | Regular<br>Protection         | 2 per DR<br>Half        | 1 sec<br>1 min     | 14 | IQ+1 | 1   | M167        |  |
| Conviget © 1998-2015 by Richard A Wilkes                               | Alan Church                   |                         |                    |    |      |     | lov 20, 201 |  |

| Spells           | Class                       | Mana Cost        | Time                  | SL | RSL  | Pts | Ref  |
|------------------|-----------------------------|------------------|-----------------------|----|------|-----|------|
| Bladeturning     | Regular<br>Protection       | <b>2</b><br>2    | 1 sec<br>1 min        | 14 | IQ+1 | 1   | M168 |
| Block            | Blocking<br>Protection      | 1 per DB         | 1 sec<br>Instant      | 14 | IQ+1 | 1   | M166 |
| Coolness         | Regular<br>Protection/Water | <b>2</b><br>1    | 10 sec<br>1 hour      | 14 | IQ+1 | 1   | M187 |
| Force Dome       | Area<br>Protection          | <b>3</b> 2       | <b>1 sec</b> 10 min   | 14 | IQ+1 | 1   | M170 |
| Weather Dome     | Area Protection/Weather     | <b>3</b><br>2    | 1 sec<br>6 hrs        | 14 | IQ+1 | 1   | M169 |
| Force Wall       | Regular<br>Protection       | 2/yd<br>Same     | 1 sec<br>10 min       | 14 | IQ+1 | 1   | M170 |
| Hardiness        | Blocking<br>Protection      | 1 per DR         | 1 sec<br>Instant      | 14 | IQ+1 | 1   | M167 |
| Magelock         | Regular<br>Protection       | <b>3</b><br>2    | 4 sec<br>6 hrs        | 14 | IQ+1 | 1   | M166 |
| Missile Shield   | Regular<br>Protection       | <b>5</b> 2       | 1 sec<br>1 min        | 14 | IQ+1 | 1   | M168 |
| Mystic Mist      | Area<br>Protection          | 1<br>Same        | 5 min<br>10 hrs       | 14 | IQ+1 | 1   | M168 |
| Reverse Missiles | Regular<br>Protection       | <b>7</b><br>3    | 1 sec<br>1 min        | 14 | IQ+1 | 1   | M168 |
| Shade            | Regular<br>Protection       | <b>1</b><br>Half | <b>10 sec</b><br>1 hr | 14 | IQ+1 | 1   | M169 |
| Shield           | Regular<br>Protection       | 2 per DB<br>Half | 1 sec<br>1 min        | 14 | IQ+1 | 1   | M167 |
| Umbrella         | Regular<br>Protection/Water | <b>1</b><br>1    | <b>2 sec</b> 10 min   | 14 | IQ+1 | 1   | M185 |
| Warmth           | Regular<br>Fire/Protection  | <b>2</b> 1       | <b>10 sec</b><br>1 hr | 14 | IQ+1 | 1   | M74  |

| Melee Weapons   | Usage        | LvI | Parry | Block | Damage              | Reach   | ST |
|-----------------|--------------|-----|-------|-------|---------------------|---------|----|
| Body of Flames  | Punch        | 10  | 8     |       | 1d burn             | С       |    |
| Breathe Fire    | Breath       | 11  | No    |       | 1d+1 burn/point     | 1/point |    |
| Burning Touch   | Punch        | 10  | 8     |       | 1d-4 +1d burn/point | С       |    |
| Create Fire     | Area         | 0   | No    |       | 1d-1 burn           | Special |    |
| Essential Flame | Area         | 0   | No    |       | 1d burn             | Special |    |
| Fire Cloud      | Area         | 0   | No    |       | 1 point burn/point  | Special |    |
| Flame Jet       | Jet          | 11  | No    |       | 1d burn/point       | 1/point |    |
| 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             | С       |    |
| Rain of Fire    | Area         | 0   | No    |       | 1d-1 burn           | Special |    |
| Smoke           | Area         | 0   | No    |       | Cough/Weep          | Special |    |

| Ranged Weapons     | Usage | LvI | Acc | Damage              | Range | RoF | Shots | Bulk | Rcl | ST |
|--------------------|-------|-----|-----|---------------------|-------|-----|-------|------|-----|----|
| Explosive Fireball |       | 11  | 1   | 1d burn ex/2 points | 25/50 |     |       |      |     |    |
| Fireball           |       | 11  | 1   | 1d burn/point       | 25/50 |     |       |      |     |    |

Notes