


Portrait	Identity		Player Information		500 Points	
	Name: Alan Church		Player: Daan van Berkel		Race: 0	
	Title: Sergeant		Campaign: _____		Attributes: 30	
	Religion: K-theorist		Created On: Oct 13, 2015		Advantages: 200	
	Description				Disadvantages: -105	
	Race: Human		Height: 5' 9"	Hair: Brown, Wavy, Long		Quirks: -2
	Gender: Male		Weight: 154 lb	Eyes: Green		Skills: 49
	Age: 35		Size: +0	Skin: Pale		Spells: 128
	Birthday: February 12		TL: 4	Hand: Right		Earned: 200

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST):	8	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:	
Dexterity (DX):	10	• None (0)	13 lb	4	7	-	Eye	-9	0	Basic FP:	19
Intelligence (IQ):	13	Light (1)	26 lb	3	6	3-4	Skull	-7	2	Tired:	6
Health (HT):	9	Medium (2)	39 lb	2	5	5	Face	-5	0	Collapse:	0
Will:	13	Heavy (3)	78 lb	1	4	6-7	R. Leg	-2	0	Unconscious:	-19
Fright Check:	13	X-Heavy (4)	130 lb	1	3	8	R. Arm	-2	0	Current HP:	
Basic Speed:	4.75	Lifting & Moving Things				9-10	Torso	0	0	Basic HP:	8
Basic Move:	4	Basic Lift:				11	Groin	-3	0	Reeling:	2
Perception	13	One-Handed Lift:				12	L. Arm	-2	0	Collapse:	0
Vision:	13	Two-Handed Lift:				13-14	L. Leg	-2	0	Check #1:	-8
Hearing:	13	Shove & Knock Over				15	Hand	-4	0	Check #2:	-16
Taste & Smell:	13	Running Shove & Knock Over				16	Foot	-4	0	Check #3:	-24
Touch:	13	Carry On Back:				17-18	Neck	-5	0	Check #4:	-32
thr: 1d-3	sw: 1d-2	Shift Slightly:				-	Vitals	-3	0	Dead:	-40
		650 lb									

Advantages & Disadvantages	Pts	Ref
▽ Advantages	200	
Eidetic Memory Photographic, +5.	10	B51
Extra Fatigue Points 10	30	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 5	55	B66
▽ 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 4 Corporate: Officer	20	B29
Rapier Wit	5	B79
Security Clearance Narrow Clearance with Free Access (Corporate Lore), +10.	10	B82
Social Chameleon	5	B86
Talent (Smooth Operator) 2 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%.	30	B90,PU3:15
Voice	10	B97
▽ Color Modifier, x0.	0	

Skills	SL	RSL	Pts	Ref
Acting	14	IQ+1	1	B174
Carousing	11	HT+2	1	B183
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 (Cryptology)	15	IQ+2	1	B207
Physics	14	IQ+1	1	B213
Crossbow	11	DX+1	2	B186
Cryptography/TL4	15	IQ+2	1	B186
Detect Lies	13	Per+0	1	B187
Diplomacy	15	IQ+2	1	B187
Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Engineer/TL4 (Combat)	15	IQ+2	1	B190
Fast-Talk	16	IQ+3	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	14	Will+1	1	B202
Knife	11	DX+1	2	B208
Leadership	14	IQ+1	1	B204
Mimicry (Speech)	11	IQ-2	1	B210
Panhandling	15	IQ+2	1	B212
Performance	14	IQ+1	1	B212
Poisons/TL4	11	IQ-2	1	B214
Politics	16	IQ+3	1	B214
Public Speaking	16	IQ+3	1	B216
Rapier	10	DX+0	2	B208
Riding (Camel)	9	DX-1	1	B217
Savoir-Faire (High Society)	15	IQ+2	1	B218
Savoir-Faire (Magical)	15	IQ+2	1	F136
Savoir-Faire (Military)	15	IQ+2	1	B218
Savoir-Faire (Police)	15	IQ+2	1	B218

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Lightning Calculator Intuitive Mathematician, +3.	0	B66	Sex Appeal	12	HT+3	1	B219
Talent (Mathematical Ability) 4 Reaction Bonus (Engineers and scientists), +0%.	0	B90,PU3:12	Shield (Buckler)	11	DX+1	2	B220
Disadvantages	-107		Singing	11	HT+2	1	B220
Bully CR: 9 (Fairly Often).	-15	B125	Streetwise	14	IQ+1	1	B223
Curious CR: 12 (Quite Often).	-5	B129	Thaumatology	15	IQ+2	1	B225
Fanaticism (K-theorist)	-15	B136	Throwing	10	DX+0	2	B226
Low Pain Threshold	-10	B142					
Paranoia	-10	B148					
Quirks	-2						
Chauvinistic Status	-1	B163					
Glasses	-1						
Secret Identity (Corporate) Possible Death, -30.	-30	B152					
Skinny -2 ST vs. knockback	-5	B18					
Trickster CR: 12 (Quite Often).	-15	B159					

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Air							
Create Air	Area Air	1 -	1 sec 5 sec	16	IQ+3	1	M23
Purify Air	Area Air	1 -	1 sec Instant	16	IQ+3	1	M23
Shape Air	Regular Air	1-10 -	1 sec 1 min	16	IQ+3	1	M24
Body Control							
Clumsiness	Regular Body Control	1-5 Half	1 sec 1 min	16	IQ+3	1	M36
Hinder	Regular Body Control	1-4 Same	1 sec 1 min	16	IQ+3	1	M36
Itch	Regular Body Control	2 -	1 sec Until scratche	16	IQ+3	1	M35
Spasm	Regular Body Control	2 -	1 sec Instant	16	IQ+3	1	M35
Vigor	Regular Body Control	2/+HT Same	1 sec 1 min	16	IQ+3	1	M37
Communication							
Sense Foes	Info/Area Communication	1/area, min 2 -	1 sec Instant	16	IQ+3	1	M44
Earth							
Seek Earth	Info Earth	3 -	10 sec Instant	16	IQ+3	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	16	IQ+3	1	M50
Fire							
Body of Flames	Regular Fire	12 4	5 sec 1 min	15	IQ+2	1	M76
Breathe Fire	Regular Fire	1-4 -	2 sec 1 sec	15	IQ+2	1	M76
Burning Touch	Melee Fire	1-3 -	1 sec Instant	16	IQ+3	1	M79
Cold	Regular Fire	Varies Varies	1 min 1 min	16	IQ+3	1	M74

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Control Fire Elemental	Special Fire	Special -	2 sec 1 min	16	IQ+3	1	M28
Create Fire	Area Fire	2 Half	1 sec 1 min	16	IQ+3	1	M72
Create Fire Elemental	Special Fire	Special -	Special Permanent	16	IQ+3	1	M28
Deflect Energy	Blocking Fire	1 -	1 sec Instant	16	IQ+3	1	M73
Essential Flame	Area Fire	3 # 2	3 sec 1 min	16	IQ+3	1	M75
Explosive Fireball	Missile Fire	2-2xMagery# -	1-3 sec Instant	16	IQ+3	1	M75
Extinguish Fire	Regular Fire	3 -	1 sec Permanent	16	IQ+3	1	M72
Fast Fire	Regular Fire	Varies Varies	1 sec 1 min	16	IQ+3	1	M73
Fire Cloud	Area Fire	1-5 Same	1-5 sec 10 sec	16	IQ+3	1	M75
Fireball	Missile Fire	1-Magery -	1-3 sec Instant	16	IQ+3	1	M74
Fireproof	Area Fire	3 # Same	5 min 1 day	16	IQ+3	1	M73
Flame Jet	Regular Fire	1-3 Same	1 sec 1 sec	16	IQ+3	1	M73
Flaming Armor +1 point burn damage to all melee attacks	Regular Fire	6 Half	1 sec 1 min	16	IQ+3	1	M75
Flaming Missiles +2 points burn damage with missiles fired from weapon	Regular Fire	4 # Half	3 sec 1 min	16	IQ+3	1	M75
Flaming Weapon +2 points burn damage from attacks with melee weapon	Regular Fire	4 1	2 sec 1 min	16	IQ+3	1	M75
Heat	Regular Fire	Varies Varies	1 min 1 min	16	IQ+3	1	M74
Ignite Fire	Regular Fire	1-4 Same	1 sec 1 sec	16	IQ+3	1	M72
Phantom Flame	Area Fire/Illusion & Creation	1 1	1 sec 1 min	16	IQ+3	1	M73
Rain of Fire	Area Fire	1 # Same	1 sec 1 min	16	IQ+3	1	M74
Resist Cold	Regular Fire	2 Half	1 sec 1 min	16	IQ+3	1	M74
Resist Fire	Regular Fire	2 # Half	1 sec 1 min	16	IQ+3	1	M74
Seek Fire	Info Fire	1 -	1 sec Instant	16	IQ+3	1	M72
Shape Fire	Area Fire	2 Half	1 sec 1 min	16	IQ+3	1	M72
Slow Fire	Regular Fire	Varies Varies	1 sec 1 min	16	IQ+3	1	M73
Smoke	Area Fire	1 Half	1 sec 5 min #	16	IQ+3	1	M73
Summon Fire Elemental	Special Fire	4 # -	30 sec 1 hr	16	IQ+3	1	M27
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	16	IQ+3	1	M74
 Healing							

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Cure Disease	Regular Healing	4 -	10 min Permanent	16	IQ+3	1	M91
Great Healing	Regular Healing	20 -	1 min Permanent	15	IQ+2	1	M91
Instant Neutralize Poison	Regular Healing	8 -	1 sec Permanent	15	IQ+2	1	M92
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	16	IQ+3	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	16	IQ+3	1	M89
Major Healing	Regular Healing	1-4 -	1 sec Permanent	15	IQ+2	1	M91
Minor Healing	Regular Healing	1-3 -	1 sec Permanent	16	IQ+3	1	M91
Neutralize Poison	Regular Healing	5 -	30 sec Permanent	16	IQ+3	1	M92
Relieve Sickness	Regular Healing	2 -	10 sec 10 min	16	IQ+3	1	M90
▽ Knowledge							
Far-Feeling	Regular Knowledge	3 1	3 sec 1 min	16	IQ+3	1	M100
▽ Movement							
Apportation	Regular Movement	Varies	1 sec 1 min	16	IQ+3	1	M142
Beacon	Area Gate/Movement	10 Half	30 sec 24 hrs	16	IQ+3	1	M83
Blink	Blocking Gate/Movement	2 -	1 sec Instant	16	IQ+3	1	M148
Blink Other	Blocking Gate/Movement	2 -	1 sec Instant	16	IQ+3	1	M148
Dancing Object	Regular Movement	4 2	10 sec 1 hr	16	IQ+3	1	M144
Deflect Missile	Blocking Movement/Prot	1 -	1 sec Instant	16	IQ+3	1	M143
Distant Blow	Regular Movement	3 3	3 sec 5 sec	16	IQ+3	1	M144
Divert Teleport	Blocking Gate/Movement	Varies -	1 sec Instant	15	IQ+2	1	M84
Ethereal Body	Regular Movement	8 4	30 sec 10 sec	15	IQ+2	1	M146
Flight	Regular Movement	5 3	2 sec 1 min	15	IQ+2	1	M145
Flying Carpet	Regular Movement	1/sq foot of surface Half	5 sec 10 min	15	IQ+2	1	M146
Glue	Area Movement	3 Same	1 sec 10 min	16	IQ+3	1	M142
Grease	Area Movement	3 Same	1 sec 10 min	16	IQ+3	1	M142

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Great Haste	Regular Movement	5 -	3 sec 10 sec	15	IQ+2	1	M146
Haste	Regular Movement	2/pt Half	2 sec 1 min	16	IQ+3	1	M142
Hawk Flight	Regular Movement	8 4	3 sec 1 min	15	IQ+2	1	M146
Hold Fast	Blocking Movement	1/yd -	1 sec Instant	16	IQ+3	1	M143
Increase Burden	Regular Movement	Varies Varies	3 sec 10 min	16	IQ+3	1	M143
Jump	Regular Movement	1-3 -	1 sec 1 min	16	IQ+3	1	M143
Levitation	Regular Movement	1 per 80 lbs Half	2 sec 1 min	16	IQ+3	1	M143
Light Tread	Regular Movement	4 1	1 sec 10 min	16	IQ+3	1	M145
Lighten Burden	Regular Movement	Varies Varies	3 sec 10 min	16	IQ+3	1	M143
Lockmaster	Regular Movement	3 -	10 sec Instant	16	IQ+3	1	M144
Locksmith	Regular Movement	2 2	1 sec 1 min	16	IQ+3	1	M143
Long March	Regular Movement	3 -	1 min 1 day	16	IQ+3	1	M143
Manipulate	Regular Movement	4 3	3 sec 1 min	16	IQ+3	1	M145
Poltergeist throws object with ST 15, p. B355. Cost: 1 pt for an item up to 10 lbs (1d dmg); 2 pts for something up to 25 lbs (1d+1 dmg).	Missile Movement	1 or 2 -	1 sec Instant	16	IQ+3	1	M144
Pull	Regular Movement	1 per 2 ST of pull	5 sec 1 min	16	IQ+3	1	M146
Quick March	Regular Movement	4 -	1 min 1 day	16	IQ+3	1	M144
Rapid Journey	Special Gate/Movement	Varies Varies	5 sec 1 min	15	IQ+2	1	M82
Repel	Regular Movement	1 per 2 ST of repulsion	5 sec 1 min	16	IQ+3	1	M147
Slide	Regular Movement	2 2	1 sec 1 min	16	IQ+3	1	M145
Slow	Regular Movement	5 4	3 sec 10 sec	16	IQ+3	1	M145
Slow Fall	Regular Movement	1 per 50 lbs Half	1 sec 1 min	16	IQ+3	1	M144
Swim	Regular Movement/Water	6 3	3 sec 1 min	16	IQ+3	1	M147
Teleport	Special Gate/Movement	Varies -	1 sec Instant	15	IQ+2	1	M147
Teleport Other	Regular Gate/Movement	Varies _	1 sec Instant	15	IQ+2	1	M147
Trace Teleport	Info Gate/Movement	3 -	1 sec Instant	16	IQ+3	1	M84
Undo	Regular Movement	Varies Varies	1 sec Instant	16	IQ+3	1	M145
Wallwalker	Regular Movement	1 per 50 lbs Half	1 sec 1 min	16	IQ+3	1	M144
Winged Knife throws any weapon with ST 15	Missile Movement	1/lb -	1 sec Instant	16	IQ+3	1	M145
Wizard Hand	Regular Knowledge/Movement	Varies Varies	3 sec 1 min	16	IQ+3	1	M104

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ Protection							
Armor	Regular Protection	2 per DR Half	1 sec 1 min	16	IQ+3	1	M167
Atmosphere Dome	Area Protection	4 Half	1 sec 6 hrs	16	IQ+3	1	M169
Bladeturning	Regular Protection	2 2	1 sec 1 min	16	IQ+3	1	M168
Block	Blocking Protection	1 per DB -	1 sec Instant	16	IQ+3	1	M166
Catch Missile	Blocking Protection	2 -	1 sec Instant	16	IQ+3	1	M168
Coolness	Regular Protection/Wat	2 1	10 sec 1 hour	16	IQ+3	1	M187
Deflect Missile	Blocking Movement/Prot	1 -	1 sec Instant	16	IQ+3	1	M143
Detect Poison	Area/Info Healing/Protect	2 -	2 sec -	16	IQ+3	1	M166
Force Dome	Area Protection	3 2	1 sec 10 min	16	IQ+3	1	M170
Force Wall	Regular Protection	2/yd Same	1 sec 10 min	16	IQ+3	1	M170
Hardiness	Blocking Protection	1 per DR -	1 sec Instant	16	IQ+3	1	M167
Magelock	Regular Protection	3 2	4 sec 6 hrs	16	IQ+3	1	M166
Missile Shield	Regular Protection	5 2	1 sec 1 min	16	IQ+3	1	M168
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	16	IQ+3	1	M168
Nightingale	Area Protection	2 Same	1 sec 10 hrs	16	IQ+3	1	M167
Resist Disease	Regular Healing/Protect	4 3	10 sec 1 hr	16	IQ+3	1	M90
Resist Poison	Regular Healing/Protect	4 3	10 sec 1 Hour	16	IQ+3	1	M91
Resist Pressure	Regular Protection	Varies -	1 sec 1 min	16	IQ+3	1	M169
Return Missile	Blocking Protection	2 -	1 sec Instant	16	IQ+3	1	M168
Reverse Missiles	Regular Protection	7 3	1 sec 1 min	16	IQ+3	1	M168
Sense Danger	Info Protection	3 -	1 sec Instant	16	IQ+3	1	M166
Sense Observation	Area Protection	1 or 3 Half	5 sec 1 hr	16	IQ+3	1	M167
Shade	Regular Protection	1 Half	10 sec 1 hr	16	IQ+3	1	M169
Shield	Regular Protection	2 per DB Half	1 sec 1 min	16	IQ+3	1	M167
Teleport Shield	Area Gate/Protection	1 # Same	10 sec 1 hr	16	IQ+3	1	M170
Turn Blade	Blocking Protection	1 -	1 sec Instant	16	IQ+3	1	M167
Umbrella	Regular Protection/Wat	1 1	2 sec 10 min	16	IQ+3	1	M185
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	16	IQ+3	1	M74

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Watchdog	Area Protection	1 Same	10 sec 10 hrs	16	IQ+3	1	M167
Weather Dome	Area Protection/Wea	3 2	1 sec 6 hrs	16	IQ+3	1	M169
Water							
Create Water	Regular Water	2/gal -	1 sec Permane	16	IQ+3	1	M184
Purify Water	Special Water	1/gal -	5-10/ga Permane	16	IQ+3	1	M184
Seek Water	Info Water	2 -	1 sec Instant	16	IQ+3	1	M184
Shape Water	Regular Water	1 # 1	2 sec 1 min	16	IQ+3	1	M185

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Body of Flames	Punch	10	8		1d burn	C	
Breathe Fire	Breath	11	No		1d+1 burn/point	1/point	
Burning Touch	Punch	10	8		1d-4 +1d burn/point	C	
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	C	
Rain of Fire	Area	0	No		1d-1 burn	Special	
Smoke	Area	0	No		Cough/Weep	Special	

Ranged Weapons	Usage	Lvl	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					
Poltergeist throws object with ST 15, p. B355. Cost: 1 pt for an item up to 10 lbs (1d dmg); 2 pts for something up to 25 lbs (1d+1 dmg).		10	1	Special cr	20/60					
Winged Knife throws any weapon with ST 15		10	1	per weapon	20/40					

Notes