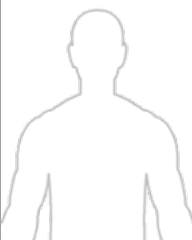


Portrait	Identity	Player Information	500 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: _____	Campaign: _____	Attributes: 240
	Religion: _____	Created On: Oct 13, 2015	Advantages: 239
			Disadvantages: -75
Description			Quirks: -2
Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long	Skills: 38
Gender: Male	Weight: 154 lb	Eyes: Green	Spells: 0
Age: 22	Size: +0	Skin: Pale	Earned: 60
Birthday: February 12	TL: 4	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 10	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 12	• None (0) 20 lb 5 8	- Eye -9 0	Basic FP: 20
Intelligence (IQ): 20	Light (1) 40 lb 4 7	3-4 Skull -7 2	Tired: 6
Health (HT): 10	Medium (2) 60 lb 3 6	5 Face -5 0	Collapse: 0
Will: 20	Heavy (3) 120 lb 2 5	6-7 R. Leg -2 0	Unconscious: -20
Fright Check: 20	X-Heavy (4) 200 lb 1 4	8 R. Arm -2 0	Current HP: _____
Basic Speed: 5.5	Lifting & Moving Things		Basic HP: 10
Basic Move: 5	Basic Lift: 20 lb		Reeling: 3
Perception: 20	One-Handed Lift: 40 lb		Collapse: 0
Vision: 20	Two-Handed Lift: 160 lb		Check #1: -10
Hearing: 20	Shove & Knock Over: 240 lb		Check #2: -20
Taste & Smell: 20	Running Shove & Knock Over: 480 lb		Check #3: -30
Touch: 20	Carry On Back: 300 lb		Check #4: -40
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb		Dead: -50
		9-10 Torso 0 0	
		11 Groin -3 0	
		12 L. Arm -2 0	
		13-14 L. Leg -2 0	
		15 Hand -4 0	
		16 Foot -4 0	
		17-18 Neck -5 0	
		- Vitals -3 0	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages	239		Accounting	22	IQ+2	1	B174
Ambidexterity	5	B39	Acting	21	IQ+1	1	B174
Eidetic Memory	10	B51	Astronomy	22	IQ+2	1	B179
Photographic, +5.			Carousing	12	HT+2	1	B183
Extra Fatigue Points 10	30	B16	Cryptography/TL4	22	IQ+2	1	B186
Fashion Sense	5	B21	Detect Lies	20	Per+0	1	B187
Less Sleep 4	8	B65	Mimicry (Speech)	18	IQ-2	1	B210
Magery 5	55	B66	Diplomacy	22	IQ+2	1	B187
▽ Perks	6		Engineer/TL4 (Clockwork)	22	IQ+2	1	B190
Accessory (Unusual Body Cavity)	1	B100	Engineer/TL4 (Combat)	22	IQ+2	1	B190
Surgically added, Watertight, openable/closeable			Fast-Talk	23	IQ+3	1	B195
Deep Sleeper	1	B101	Finance	22	IQ+2	1	B195
Penetrating Voice	1	B101	Intimidation	21	Will+1	1	B202
Reduced Consumption 2	2	B80	Leadership	21	IQ+1	1	B204
Food Only, -50%.			Mathematics (Applied)	22	IQ+2	1	207
Signature Gear 1	1	B85	Mathematics (Pure)	22	IQ+2	1	B207
Gear is worth (starting wealth)/10 per level			Mathematics/TL4 (Cryptology)	22	IQ+2	1	B207
Rank 4	20	B29	Panhandling	22	IQ+2	1	B212
Corporate: Officer			Politics	23	IQ+3	1	B214
Rapier Wit	5	B79	Public Speaking	23	IQ+3	1	B216
Security Clearance	10	B82	Savoir-Faire (High Society)	22	IQ+2	1	B218
Narrow Clearance with Free Access (Corporate Lore), +10.			Savoir-Faire (Magical)	22	IQ+2	1	F136
Social Chameleon	5	B86	Savoir-Faire (Military)	22	IQ+2	1	B218
Talent (Mathematical Ability) 4	40	B90,PU3:12	Savoir-Faire (Police)	22	IQ+2	1	B218
Reaction Bonus (Engineers and scientists), +0%.			Sex Appeal	13	HT+3	1	B219
Talent (Smooth Operator) 2	30	B90,PU3:15	Streetwise	21	IQ+1	1	B223
Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%.			Physics	21	IQ+1	1	B213
Voice	10	B97	Performance	21	IQ+1	1	B212
Color	0		Singing	12	HT+2	1	B220
Modifier, x0.			Thaumatology	22	IQ+2	1	B225
Lightning Calculator	0	B66	Rapier	12	DX+0	2	B208
Intuitive Mathematician, +3.			Shield (Buckler)	13	DX+1	2	B220
			Crossbow	13	DX+1	2	B186
			Knife	13	DX+1	2	B208
			▽ Spells				

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Disadvantages	- 77						
Bully CR: 9 (Fairly Often).	- 15	B125					
Curious CR: 12 (Quite Often).	- 5	B129					
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					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	10	No		1d-2 cr	C,1	
Natural	Kick w/Boots	10	No		1d-1 cr	C,1	
Natural	Punch	12	9		1d-3 cr	C	

Notes