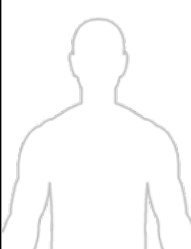


Portrait	Identity	Player Information	500 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: Sergeant	Campaign:	Attributes: 30
	Religion: K-theorist	Created On: Oct 13, 2015	Advantages: 106
			Disadvantages: -160
Description			
Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long	Quirks: -5
Gender: Male	Weight: 154 lb	Eyes: Green	Skills: 49
Age: 35	Size: +0	Skin: Pale	Spells: 56
Birthday: February 12	TL: 4	Hand: Right	Earned: 424

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 8	Level	Roll	Current FP: 11
Dexterity (DX): 10	Max Load	Where	Basic FP: 11
Intelligence (IQ): 13	Move	-	Tired: 3
Health (HT): 9	Dodge	DR	Collapse: 0
Will: 13	• None (0) 13 lb	-	Unconscious: -11
Fright Check: 13	Light (1) 26 lb	3-4	Current HP: 8
Basic Speed: 4.75	Medium (2) 39 lb	5	Reeling: 2
Basic Move: 4	Heavy (3) 78 lb	6-7	Collapse: 0
Perception 13	X-Heavy (4) 130 lb	8	Check #1: -8
Vision: 13		9-10	Check #2: -16
Hearing: 13		11	Check #3: -24
Taste & Smell: 13		12	Check #4: -32
Touch: 13		13-14	Dead: -40
thr: 1d-3 sw: 1d-2		15	
		16	
		17-18	
		-	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	106		Acting	13	IQ+0	1	B174
Eidetic Memory	10	B51	Carousing	10	HT+1	1	B183
Photographic, +5.			Color				
Extra Fatigue Points 2	6	B16	Accounting	15	IQ+2	1	B174
Fashion Sense	5	B21	Astronomy	15	IQ+2	1	B179
Language: Common	0	B24	Finance	15	IQ+2	1	B195
Native, -6; Spoken (Native), +3; Written (Native), +3.			Mathematics (Applied)	15	IQ+2	1	207
Language: Magic	6	B24	Mathematics (Applied)	15	IQ+2	1	207
Spoken (Native), +3; Written (Native), +3.			Mathematics (Pure)	15	IQ+2	1	B207
Less Sleep 4	8	B65	Mathematics/TL4 (Cryptology)	15	IQ+2	1	B207
Magery 3	35	B66	Physics	14	IQ+1	1	B213
Perks	6		Crossbow	11	DX+1	2	B186
Accessory (Unusual Body Cavity)	1	B100	Cryptography/TL4	15	IQ+2	1	B186
Surgically added, Watertight, openable/closeable			Detect Lies	12	Per-1	1	B187
Deep Sleeper	1	B101	Diplomacy	12	IQ-1	1	B187
Penetrating Voice	1	B101	Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Reduced Consumption 2	2	B80	Engineer/TL4 (Combat)	15	IQ+2	1	B190
Food Only, -50%.			Fast-Talk	13	IQ+0	1	B195
Signature Gear 1	1	B85	Innate Attack (Beam)	11	DX+1	2	B201
Gear is worth (starting wealth)/10 per level			Innate Attack (Breath)	11	DX+1	2	B201
Rank 1	5	B29	Innate Attack (Projectile)	11	DX+1	2	B201
Corporate: Officer			Intimidation	13	Will+0	1	B202
Rapier Wit	5	B79	Knife	11	DX+1	2	B208
Social Chameleon	5	B86	Leadership	13	IQ+0	1	B204
Talent (Smooth Operator) 1	15	B90,PU3:15	Mimicry (Speech)	11	IQ-2	1	B210
Reaction Bonus (Con artists, politicians, salesmen, etc. — but only if you aren't trying to manipulate them.), +0%.			Panhandling	14	IQ+1	1	B212
Color	0		Performance	12	IQ-1	1	B212
Modifier, x0.			Poisons/TL4	11	IQ-2	1	B214
Lightning Calculator	0	B66	Politics	13	IQ+0	1	B214
Intuitive Mathematician, +3.			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%.	0	B90,PU3:12
▽ Disadvantages	-165	
Appearance Monstrous, -20.	-20	B21
Autophobia (Being Alone) CR: 12 (Quite Often).	-15	B149
Brontophobia (Loud Noises) CR: 12 (Quite Often).	-10	B150
Bully CR: 9 (Fairly Often).	-15	B125
Curious CR: 12 (Quite Often).	-5	B129
Disturbing Voice	-10	B132
Fanaticism (K-theorist)	-15	B136
Low Pain Threshold	-10	B142
Paranoia	-10	B148
▽ Quirks	-5	
Chauvinistic Status	-1	B163
Glasses	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Secret Identity (Corporate) Possible Death, -30.	-30	B152
Skinny -2 ST vs. knockback	-5	B18
Trickster CR: 12 (Quite Often).	-15	B159

Skills	SL	RSL	Pts	Ref
Sex Appeal	9	HT+0	1	B219
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

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▽ Air							
Create Air	Area Air	1 -	1 sec 5 sec	14	IQ+1	1	M23
Purify Air	Area Air	1 -	1 sec Instant	14	IQ+1	1	M23
Shape Air	Regular Air	1-10 -	1 sec 1 min	14	IQ+1	1	M24
▽ Fire							
Body of Flames	Regular Fire	12 4	5 sec 1 min	13	IQ+0	1	M76
Breathe Fire	Regular Fire	1-4 -	2 sec 1 sec	13	IQ+0	1	M76
Burning Touch	Melee Fire	1-3 -	1 sec Instant	14	IQ+1	1	M79
Cold	Regular Fire	Varies Varies	1 min 1 min	14	IQ+1	1	M74
Create Fire	Area Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
Deflect Energy	Blocking Fire	1 -	1 sec Instant	14	IQ+1	1	M73
Essential Flame	Area Fire	3# 2	3 sec 1 min	14	IQ+1	1	M75
Explosive Fireball	Missile Fire	2-2xMagery# -	1-3 sec Instant	14	IQ+1	1	M75
Extinguish Fire	Regular Fire	3 -	1 sec Permanent	14	IQ+1	1	M72
Fast Fire	Regular Fire	Varies Varies	1 sec 1 min	14	IQ+1	1	M73
Fire Cloud	Area Fire	1-5 Same	1-5 sec 10 sec	14	IQ+1	1	M75

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Fireball	Missile Fire	1-Magery -	1-3 sec Instant	14	IQ+1	1	M74
Fireproof	Area Fire	3 # Same	5 min 1 day	14	IQ+1	1	M73
Flame Jet	Regular Fire	1-3 Same	1 sec 1 sec	14	IQ+1	1	M73
Flaming Armor +1 point burn damage to all melee attacks	Regular Fire	6 Half	1 sec 1 min	14	IQ+1	1	M75
Flaming Missiles +2 points burn damage with missiles fired from weapon	Regular Fire	4 # Half	3 sec 1 min	14	IQ+1	1	M75
Flaming Weapon +2 points burn damage from attacks with melee weapon	Regular Fire	4 1	2 sec 1 min	14	IQ+1	1	M75
Heat	Regular Fire	Varies Varies	1 min 1 min	14	IQ+1	1	M74
Ignite Fire	Regular Fire	1-4 Same	1 sec 1 sec	14	IQ+1	1	M72
Phantom Flame	Area Fire/Illusion & Creation	1 1	1 sec 1 min	14	IQ+1	1	M73
Rain of Fire	Area Fire	1 # Same	1 sec 1 min	14	IQ+1	1	M74
Resist Cold	Regular Fire	2 Half	1 sec 1 min	14	IQ+1	1	M74
Resist Fire	Regular Fire	2 # Half	1 sec 1 min	14	IQ+1	1	M74
Seek Fire	Info Fire	1 -	1 sec Instant	14	IQ+1	1	M72
Shape Fire	Area Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
Slow Fire	Regular Fire	Varies Varies	1 sec 1 min	14	IQ+1	1	M73
Smoke	Area Fire	1 Half	1 sec 5 min #	14	IQ+1	1	M73
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	14	IQ+1	1	M74
▽ Healing							
Great Healing	Regular Healing	20 -	1 min Permanent	13	IQ+0	1	M91
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	14	IQ+1	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	14	IQ+1	1	M89
Major Healing	Regular Healing	1-4 -	1 sec Permanent	13	IQ+0	1	M91
Minor Healing	Regular Healing	1-3 -	1 sec Permanent	14	IQ+1	1	M91
▽ Knowledge							
Far-Feeling	Regular Knowledge	3 1	3 sec 1 min	14	IQ+1	1	M100
▽ Movement							
Apportation	Regular Movement	Varies	1 sec 1 min	14	IQ+1	1	M142
▽ Earth							
Seek Earth	Info Earth	3 -	10 sec Instant	14	IQ+1	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	14	IQ+1	1	M50
▽ Protection							
Armor	Regular Protection	2 per DR Half	1 sec 1 min	14	IQ+1	1	M167

