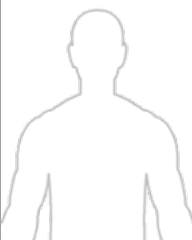


Portrait	Identity	Player Information	500 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: _____	Campaign: _____	Attributes: 240
	Religion: _____	Created On: Oct 13, 2015	Advantages: 239
	Description		Disadvantages: - 75
	Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long
	Gender: Male	Weight: 154 lb	Eyes: Green
	Age: 22	Size: + 0	Skin: Pale
	Birthday: February 12	TL: 4	Hand: Right
			Spells: 96
			Earned: - 41

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	Crossbow	13	DX+1	2	B186
Fashion Sense	5	B21	Cryptography/TL4	22	IQ+2	1	B186
Less Sleep 4	8	B65	Detect Lies	20	Per+0	1	B187
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	Innate Attack (Beam)	13	DX+1	2	B201
Reduced Consumption 2	2	B80	Innate Attack (Projectile)	13	DX+1	2	B201
Food Only, -50%.			Intimidation	21	Will+1	1	B202
Signature Gear 1	1	B85	Knife	13	DX+1	2	B208
Gear is worth (starting wealth)/10 per level			Leadership	21	IQ+1	1	B204
Rank 4	20	B29	Mathematics (Applied)	22	IQ+2	1	207
Corporate: Officer			Mathematics (Pure)	22	IQ+2	1	B207
Rapier Wit	5	B79	Mathematics/TL4 (Cryptology)	22	IQ+2	1	B207
Security Clearance	10	B82	Mimicry (Speech)	18	IQ-2	1	B210
Narrow Clearance with Free Access (Corporate Lore), +10.			Panhandling	22	IQ+2	1	B212
Social Chameleon	5	B86	Performance	21	IQ+1	1	B212
Talent (Mathematical Ability) 4	40	B90,PU3:12	Physics	21	IQ+1	1	B213
Reaction Bonus (Engineers and scientists), +0%.			Poisons/TL4	18	IQ-2	1	B214
Talent (Smooth Operator) 2	30	B90,PU3:15	Politics	23	IQ+3	1	B214
Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%.			Public Speaking	23	IQ+3	1	B216
Voice	10	B97	Rapier	12	DX+0	2	B208
Color	0		Savoir-Faire (High Society)	22	IQ+2	1	B218
Modifier, x0.			Savoir-Faire (Magical)	22	IQ+2	1	F136
Lightning Calculator	0	B66	Savoir-Faire (Military)	22	IQ+2	1	B218
Intuitive Mathematician, +3.			Savoir-Faire (Police)	22	IQ+2	1	B218
			Sex Appeal	13	HT+3	1	B219
			Shield (Buckler)	13	DX+1	2	B220
			Singing	12	HT+2	1	B220
			Streetwise	21	IQ+1	1	B223
			Thaumatology	22	IQ+2	1	B225

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					

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Air							
Create Air	Area Air	1 -	1 sec 5 sec	23	IQ+3	1	M23
Purify Air	Area Air	1 -	1 sec Instant	23	IQ+3	1	M23
Shape Air	Regular Air	1 - 10 -	1 sec 1 min	23	IQ+3	1	M24
Body Control							
Clumsiness	Regular Body Control	1 - 5 Half	1 sec 1 min	23	IQ+3	1	M36
Hinder	Regular Body Control	1 - 4 Same	1 sec 1 min	23	IQ+3	1	M36
Itch	Regular Body Control	2 -	1 sec Until scratche	23	IQ+3	1	M35
Spasm	Regular Body Control	2 -	1 sec Instant	23	IQ+3	1	M35
Earth							
Seek Earth	Info Earth	3 -	10 sec Instant	23	IQ+3	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	23	IQ+3	1	M50
Fire							
Body of Flames	Regular Fire	12 4	5 sec 1 min	22	IQ+2	1	M76
Breathe Fire	Regular Fire	1 - 4 -	2 sec 1 sec	22	IQ+2	1	M76
Burning Touch	Melee Fire	1 - 3 -	1 sec Instant	23	IQ+3	1	M79
Cold	Regular Fire	Varies Varies	1 min 1 min	23	IQ+3	1	M74
Control Fire Elemental	Special Fire	Special -	2 sec 1 min	23	IQ+3	1	M28
Create Fire	Area Fire	2 Half	1 sec 1 min	23	IQ+3	1	M72
Create Fire Elemental	Special Fire	Special -	Special Perman	23	IQ+3	1	M28
Deflect Energy	Blocking Fire	1 -	1 sec Instant	23	IQ+3	1	M73
Essential Flame	Area Fire	3 # 2	3 sec 1 min	23	IQ+3	1	M75
Explosive Fireball	Missile Fire	2-2xMagery# -	1 - 3 sec Instant	23	IQ+3	1	M75

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Extinguish Fire	Regular Fire	3 -	1 sec Perman	23	IQ+3	1	M72
Fast Fire	Regular Fire	Varies Varies	1 sec 1 min	23	IQ+3	1	M73
Fire Cloud	Area Fire	1 - 5 Same	1 - 5 sec 10 sec	23	IQ+3	1	M75
Fireball	Missile Fire	1-Magery -	1 - 3 sec Instant	23	IQ+3	1	M74
Fireproof	Area Fire	3 # Same	5 min 1 day	23	IQ+3	1	M73
Flame Jet	Regular Fire	1 - 3 Same	1 sec 1 sec	23	IQ+3	1	M73
Flaming Armor +1 point burn damage to all melee attacks	Regular Fire	6 Half	1 sec 1 min	23	IQ+3	1	M75
Flaming Missiles +2 points burn damage with missiles fired from weapon	Regular Fire	4 # Half	3 sec 1 min	23	IQ+3	1	M75
Flaming Weapon +2 points burn damage from attacks with melee weapon	Regular Fire	4 1	2 sec 1 min	23	IQ+3	1	M75
Heat	Regular Fire	Varies Varies	1 min 1 min	23	IQ+3	1	M74
Ignite Fire	Regular Fire	1 - 4 Same	1 sec 1 sec	23	IQ+3	1	M72
Phantom Flame	Area Fire/Illusion & Creation	1 1	1 sec 1 min	23	IQ+3	1	M73
Rain of Fire	Area Fire	1 # Same	1 sec 1 min	23	IQ+3	1	M74
Resist Cold	Regular Fire	2 Half	1 sec 1 min	23	IQ+3	1	M74
Resist Fire	Regular Fire	2 # Half	1 sec 1 min	23	IQ+3	1	M74
Seek Fire	Info Fire	1 -	1 sec Instant	23	IQ+3	1	M72
Shape Fire	Area Fire	2 Half	1 sec 1 min	23	IQ+3	1	M72
Slow Fire	Regular Fire	Varies Varies	1 sec 1 min	23	IQ+3	1	M73
Smoke	Area Fire	1 Half	1 sec 5 min #	23	IQ+3	1	M73
Summon Fire Elemental	Special Fire	4 # -	30 sec 1 hr	23	IQ+3	1	M27
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	23	IQ+3	1	M74
▽ Healing							
Cure Disease	Regular Healing	4 -	10 min Perman	23	IQ+3	1	M91
Great Healing	Regular Healing	20 -	1 min Perman	22	IQ+2	1	M91
Instant Neutralize Poison	Regular Healing	8 -	1 sec Perman	22	IQ+2	1	M92
Lend Energy	Regular Healing	1/pt -	1 sec Perman	23	IQ+3	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	23	IQ+3	1	M89

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Major Healing	Regular Healing	1 - 4 -	1 sec Perman	22	IQ+2	1	M91
Minor Healing	Regular Healing	1 - 3 -	1 sec Perman	23	IQ+3	1	M91
Neutralize Poison	Regular Healing	5 -	30 sec Perman	23	IQ+3	1	M92
Relieve Sickness	Regular Healing	2 -	10 sec 10 min	23	IQ+3	1	M90
▽ Knowledge							
Far-Feeling	Regular Knowledge	3 1	3 sec 1 min	23	IQ+3	1	M100
▽ Movement							
Apportation	Regular Movement	Varies	1 sec 1 min	23	IQ+3	1	M142
Beacon	Area Gate/Movement	10 Half	30 sec 24 hrs	23	IQ+3	1	M83
Blink	Blocking Gate/Movement	2 -	1 sec Instant	23	IQ+3	1	M148
Blink Other	Blocking Gate/Movement	2 -	1 sec Instant	23	IQ+3	1	M148
Dancing Object	Regular Movement	4 2	10 sec 1 hr	23	IQ+3	1	M144
Deflect Missile	Blocking Movement/Prot	1 -	1 sec Instant	23	IQ+3	1	M143
Distant Blow	Regular Movement	3 3	3 sec 5 sec	23	IQ+3	1	M144
Divert Teleport	Blocking Gate/Movement	Varies -	1 sec Instant	22	IQ+2	1	M84
Ethereal Body	Regular Movement	8 4	30 sec 10 sec	22	IQ+2	1	M146
Flight	Regular Movement	5 3	2 sec 1 min	22	IQ+2	1	M145
Flying Carpet	Regular Movement	1/sq foot of surface Half	5 sec 10 min	22	IQ+2	1	M146
Glue	Area Movement	3 Same	1 sec 10 min	23	IQ+3	1	M142
Grease	Area Movement	3 Same	1 sec 10 min	23	IQ+3	1	M142
Great Haste	Regular Movement	5 -	3 sec 10 sec	22	IQ+2	1	M146
Haste	Regular Movement	2/pt Half	2 sec 1 min	23	IQ+3	1	M142
Hawk Flight	Regular Movement	8 4	3 sec 1 min	22	IQ+2	1	M146
Hold Fast	Blocking Movement	1/yd -	1 sec Instant	23	IQ+3	1	M143
Increase Burden	Regular Movement	Varies Varies	3 sec 10 min	23	IQ+3	1	M143
Jump	Regular Movement	1 - 3 -	1 sec 1 min	23	IQ+3	1	M143
Levitation	Regular Movement	1 per 80 lbs Half	2 sec 1 min	23	IQ+3	1	M143
Light Tread	Regular Movement	4 1	1 sec 10 min	23	IQ+3	1	M145

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Lighten Burden	Regular Movement	Varies Varies	3 sec 10 min	23	IQ+3	1	M143
Lockmaster	Regular Movement	3 -	10 sec Instant	23	IQ+3	1	M144
Locksmith	Regular Movement	2 2	1 sec 1 min	23	IQ+3	1	M143
Long March	Regular Movement	3 -	1 min 1 day	23	IQ+3	1	M143
Manipulate	Regular Movement	4 3	3 sec 1 min	23	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	23	IQ+3	1	M144
Pull	Regular Movement	1 per 2 ST of pull	5 sec 1 min	23	IQ+3	1	M146
Quick March	Regular Movement	4 -	1 min 1 day	23	IQ+3	1	M144
Rapid Journey	Special Gate/Movement	Varies Varies	5 sec 1 min	22	IQ+2	1	M82
Repel	Regular Movement	1 per 2 ST of repulsion	5 sec 1 min	23	IQ+3	1	M147
Slide	Regular Movement	2 2	1 sec 1 min	23	IQ+3	1	M145
Slow	Regular Movement	5 4	3 sec 10 sec	23	IQ+3	1	M145
Slow Fall	Regular Movement	1 per 50 lbs Half	1 sec 1 min	23	IQ+3	1	M144
Swim	Regular Movement/Water	6 3	3 sec 1 min	23	IQ+3	1	M147
Teleport	Special Gate/Movement	Varies -	1 sec Instant	22	IQ+2	1	M147
Teleport Other	Regular Gate/Movement	Varies -	1 sec Instant	22	IQ+2	1	M147
Trace Teleport	Info Gate/Movement	3 -	1 sec Instant	23	IQ+3	1	M84
Undo	Regular Movement	Varies Varies	1 sec Instant	23	IQ+3	1	M145
Wallwalker	Regular Movement	1 per 50 lbs Half	1 sec 1 min	23	IQ+3	1	M144
Winged Knife throws any weapon with ST 15	Missile Movement	1/lb -	1 sec Instant	23	IQ+3	1	M145
Wizard Hand	Regular Knowledge/Movement	Varies Varies	3 sec 1 min	23	IQ+3	1	M104
 Water							
Create Water	Regular Water	2/gal -	1 sec Permanent	23	IQ+3	1	M184
Purify Water	Special Water	1/gal -	5-10/g Permanent	23	IQ+3	1	M184
Seek Water	Info Water	2 -	1 sec Instant	23	IQ+3	1	M184
Shape Water	Regular Water	1 # 1	2 sec 1 min	23	IQ+3	1	M185

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Body of Flames	Punch	12	9		1d burn	C	
Breathe Fire	Breath	8	No		1d+1 burn/point	1/point	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Burning Touch	Punch	12	9		1d-3 +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	13	No		1d burn/point	1/point	
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	
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		13	1	1d burn ex/2 points	25/50					
Fireball		13	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).		8	1	Special cr	20/60					
Winged Knife throws any weapon with ST 15		8	1	per weapon	20/40					

Notes