Portrait	Identity		Player Information		500 Points	
	Name: **Herbert Wells**		Player: **dvberkel**		Race:	0
	Title:		Campaign: **Shephards**		Attributes:	80
	Religion:		Created On: **Jul 14, 2016**		Advantages:	342

Description

Race: **Human**	Height: **5' 10"**	Hair: **Black, Wavy, Medium**
Gender: **Male**	Weight: **120 lb**	Eyes: **Brown**
Age: **27**	Size: **+0**	Skin: **Pale**
Birthday: **April 3**	TL: **4**	Hand: **Right**

500 Points (continued):

Disadvantages:	-40
Quirks:	0
Skills:	76
Spells:	28
Earned:	**14**

Attributes

Strength (ST):	**10**
Dexterity (DX):	**10**
Intelligence (IQ):	**14**
Health (HT):	**10**
Will:	**14**
Fright Check:	16
Basic Speed:	**5**
Basic Move:	**5**
Perception:	**14**
Vision:	18
Hearing:	18
Taste & Smell:	18
Touch:	18

thr: 1d-2   sw: 1d

Encumbrance, Move & Dodge

Level	Max Load	Move	Dodge
• None (0)	20 lb	5	9
Light (1)	40 lb	4	8
Medium (2)	60 lb	3	7
Heavy (3)	120 lb	2	6
X-Heavy (4)	200 lb	1	5

Lifting & Moving Things

Basic Lift:	20 lb
One-Handed Lift:	40 lb
Two-Handed Lift:	160 lb
Shove & Knock Over:	240 lb
Running Shove & Knock Over:	480 lb
Carry On Back:	300 lb
Shift Slightly:	1,000 lb

Hit Location

Roll	Where	-	DR
-	Eye	-9	0
3-4	Skull	-7	2
5	Face	-5	0
6-7	R. Leg	-2	0
8	R. Arm	-2	0
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

Fatigue/Hit Points

Current FP:	
Basic FP:	**10**
Tired:	3
Collapse:	0
Unconscious:	-10
Current HP:	
Basic HP:	**10**
Reeling:	3
Collapse:	0
Check #1:	-10
Check #2:	-20
Check #3:	-30
Check #4:	-40
Dead:	-50

Advantages & Disadvantages

Advantages & Disadvantages	Pts	Ref
▽ **Advantages**	**342**	
360° Vision	**25**	B34
Absolute Direction	**5**	B34
Absolute Timing	**2**	B35
Acute Hearing 4	**8**	B35
Acute Taste & Smell 4	**8**	B35
Acute Vision 4	**8**	B35
Acute Touch 4	**8**	B35
Discriminatory Hearing	**15**	B49
Discriminatory Smell	**15**	B49
Discriminatory Taste	**10**	B49
Eidetic Memory Photographic, +5.	**10**	B51
Enhanced Time Sense You immediately act in combat before those without Enhanced Time Sense; Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	**45**	B52
Filter Lungs	**5**	B55
Fit, Very +2 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate; lose FP at half the normal rate (in both cases, not FP spent for spells or psi powers)	**15**	B55
Hard to Kill 4	**8**	B58
Hyperspectral Vision	**25**	B60
Innate Attack (Corrosion) 3	**30**	B61
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	**0**	B24

Skills

Skills	SL	RSL	Pts	Ref
Administration	**13**	IQ-1	1	B174
Accounting	**12**	IQ-2	1	B174
Anthropology (Bipedals)	**12**	IQ-2	1	B175
Archaeology	**12**	IQ-2	1	B176
Architecture/TL4	**13**	IQ-1	1	B176
Artist (Body Art) Default: Artist (Calligraphy) - 4	**16**	IQ+2	1	B179
Artist (Calligraphy)	**16**	IQ+2	1	B179
Artist (Drawing) Default: Artist (Calligraphy) - 2	**16**	IQ+2	1	B179
Artist (Painting) Default: Artist (Calligraphy) - 2	**16**	IQ+2	1	B179
Artist (Sculpting)	**16**	IQ+2	1	B179
Artist (Woodworking)	**16**	IQ+2	1	B179
Mathematics/TL4 (Applied)	**12**	IQ-2	1	B207
Astronomy/TL4	**12**	IQ-2	1	B179
Biology/TL4 (Life)	**11**	IQ-3	1	B180
Cartography/TL4	**13**	IQ-1	1	B183
Chemistry/TL4	**12**	IQ-2	1	B183
Computer Hacking/TL4	**11**	IQ-3	1	B184
Computer Operation/TL4	**14**	IQ+0	1	B184
Computer Programming/TL4	**12**	IQ-2	1	B184
Computer Programming/TL4 (AI)	**12**	IQ-2	1	B184
Connoisseur (Literature) Default: Literature - 3	**13**	IQ-1	1	B185
Connoisseur (Visual Arts)	**13**	IQ-1	1	B185
Connoisseur (Music)	**13**	IQ-1	1	B185
Cryptography/TL4	**12**	IQ-2	1	B186
Electrician/TL4	**13**	IQ-1	1	B189
Games (Board & Cards)	**14**	IQ+0	1	B197
Geology/TL4 (Earthlike)	**12**	IQ-2	1	B198
Naturalist	**12**	IQ-2	1	B211

Herbert Wells

Advantages & Disadvantages	Pts	Ref
Lightning Calculator	**5**	**B66**
Intuitive Mathematician, +3.		
Microscopic Vision 2	**10**	**B68**
Rapier Wit	**5**	**B79**
Regeneration	**25**	**B80**
Regular (You recover 1 HP per hour), +25.		
Talent (Gifted Artist) 4	**20**	**B90,PU3:10**
Reaction Bonus (Buyers and Critics), +0%.		
Unusual Background	**35**	**B96**
Nanotech		
▽ **Disadvantages**	**-40**	
Code of Honor (Gentleman's)	**-10**	**B127**
Easy to Read	**-10**	**B134**
Flashbacks (Mild, -2, 2D seconds)	**-5**	**B136**
Guilt Complex	**-5**	**B137**
Honesty	**-10**	**B138**
CR: 12 (Quite Often).		

Skills	SL	RSL	Pts	Ref
Herb Lore/TL4	**11**	**IQ-3**	**1**	**B199**
Hidden Lore	**13**	**IQ-1**	**1**	**B199**
Innate Attack (Projectile)	**10**	**DX+0**	**1**	**B201**
Linguistics	**12**	**IQ-2**	**1**	**B205**
Literature	**12**	**IQ-2**	**1**	**B205**
Mathematics/TL4 (Applied)	**12**	**IQ-2**	**1**	**B207**
Mathematics/TL4 (Pure)	**12**	**IQ-2**	**1**	**B207**
Meteorology/TL4	**13**	**IQ-1**	**1**	**B209**
Navigation/TL4	**13**	**IQ-1**	**1**	**B211**
Default: Astronomy/TL4 - 5				
Public Speaking	**13**	**IQ-1**	**1**	**B216**
Research/TL4	**13**	**IQ-1**	**1**	**B217**
Staff	**13**	**DX+3**	**12**	**B208**
Theology	**12**	**IQ-2**	**1**	**B226**
Innate Attack (Projectile)	**14**	**DX+4**	**12**	**B201**
Innate Attack (Beam)	**14**	**DX+4**	**12**	**B201**

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Cook	**Regular** Food	1 -	5 sec Permanent	**15**	**IQ+1**	**1**	**M78**
Create Fire	**Area** Fire	2 Half	1 sec 1 min	**15**	**IQ+1**	**1**	**M72**
Cure Disease	**Regular** Healing	4 -	10 min Permanent	**15**	**IQ+1**	**1**	**M91**
Detect Poison	**Area/Info** Healing/Protection	2 -	2 sec -	**15**	**IQ+1**	**1**	**M166**
Explosive Fireball	**Missile** Fire	2-2xMagery# -	1-3 sec Instant	**15**	**IQ+1**	**1**	**M75**
Extinguish Fire	**Regular** Fire	3 -	1 sec Permanent	**15**	**IQ+1**	**1**	**M72**
Fireball	**Missile** Fire	1-Magery -	1-3 sec Instant	**15**	**IQ+1**	**1**	**M74**
Major Healing	**Regular** Healing	1-4 -	1 sec Permanent	**14**	**IQ+0**	**1**	**M91**
Neutralize Poison	**Regular** Healing	5 -	30 sec Permanent	**15**	**IQ+1**	**1**	**M92**
Pathfinder	**Info** Knowledge	4 -	10 sec Instant	**15**	**IQ+1**	**1**	**M105**
Recover Energy	**Special** Healing	0 0	1 sec Special	**20**	**IQ+6**	**16**	**M89**
Light	**Regular** Light	1 1	1 sec 1 min	**15**	**IQ+1**	**1**	**M110**
Light Jet blinds only when darkness penalty is -5 or more	**Regular** Light	2 1	1 sec 1 min	**15**	**IQ+1**	**1**	**M112**

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Create Fire	**Area**	0	No		1d-1 burn	Special	
Light Jet blinds only when darkness penalty is -5 or more	**Jet**	14	No		Blinds	10	
Natural	**Kick**	8	No		1d-2 cr	C,1	
Natural	**Kick w/Boots**	8	No		1d-1 cr	C,1	
Natural	**Punch**	10	9		1d-3 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Explosive Fireball		14	1	1d burn ex/2 points	25/50					
Fireball		14	1	1d burn/point	25/50					
Innate Attack (Corrosion)		12	3	3d cor	100/10	1			1	

Notes

Modified at 7:27 PM on Jul 15, 2016
Page 2 of 2

Herbert Wells
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