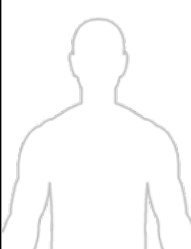


Portrait	Identity	Player Information	500 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: Sergeant	Campaign:	Attributes: 30
	Religion: K-theorist	Created On: Oct 13, 2015	Advantages: 116
			Disadvantages: -105
Description			
Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long	Quirks: -2
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: 284

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	Basic HP: 8
Basic Move: 4	Heavy (3) 78 lb	6-7	Reeling: 2
Perception 13	X-Heavy (4) 130 lb	8	Collapse: 0
Vision: 13		9-10	Check #1: -8
Hearing: 13		11	Check #2: -16
Taste & Smell: 13		12	Check #3: -24
Touch: 13		13-14	Check #4: -32
thr: 1d-3 sw: 1d-2		15	Dead: -40
		16	
		17-18	
		-	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	116		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	14	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	15	IQ+2	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
Voice	10	B97	Performance	14	IQ+1	1	B212
Color	0		Poisons/TL4	11	IQ-2	1	B214
Modifier, x0.			Politics	15	IQ+2	1	B214
Lightning Calculator	0	B66	Public Speaking	15	IQ+2	1	B216
Intuitive Mathematician, +3.			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

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Create Fire	Area Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
Create Fire Elemental	Special Fire	Special -	Special Permane	14	IQ+1	1	M28
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 Permane	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
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
Summon Fire Elemental	Special Fire	4# -	30 sec 1 hr	14	IQ+1	1	M27
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	14	IQ+1	1	M74
▽ Healing							
Cure Disease	Regular Healing	4 -	10 min Permane	14	IQ+1	1	M91

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Great Healing	Regular Healing	20 -	1 min Permane	13	IQ+0	1	M91
Instant Neutralize Poison	Regular Healing	8 -	1 sec Permane	13	IQ+0	1	M92
Lend Energy	Regular Healing	1/pt -	1 sec Permane	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 Permane	13	IQ+0	1	M91
Minor Healing	Regular Healing	1-3 -	1 sec Permane	14	IQ+1	1	M91
Neutralize Poison	Regular Healing	5 -	30 sec Permane	14	IQ+1	1	M92
Relieve Sickness	Regular Healing	2 -	10 sec 10 min	14	IQ+1	1	M90
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
Beacon	Area Gate/Movemen	10 Half	30 sec 24 hrs	14	IQ+1	1	M83
Blink	Blocking Gate/Movemen	2 -	1 sec Instant	14	IQ+1	1	M148
Blink Other	Blocking Gate/Movemen	2 -	1 sec Instant	14	IQ+1	1	M148
Dancing Object	Regular Movement	4 2	10 sec 1 hr	14	IQ+1	1	M144
Deflect Missile	Blocking Movement/Prot	1 -	1 sec Instant	14	IQ+1	1	M143
Distant Blow	Regular Movement	3 3	3 sec 5 sec	14	IQ+1	1	M144
Divert Teleport	Blocking Gate/Movemen	Varies -	1 sec Instant	13	IQ+0	1	M84
Ethereal Body	Regular Movement	8 4	30 sec 10 sec	13	IQ+0	1	M146
Flight	Regular Movement	5 3	2 sec 1 min	13	IQ+0	1	M145
Flying Carpet	Regular Movement	1/sq foot of surface Half	5 sec 10 min	13	IQ+0	1	M146
Glue	Area Movement	3 Same	1 sec 10 min	14	IQ+1	1	M142
Grease	Area Movement	3 Same	1 sec 10 min	14	IQ+1	1	M142
Great Haste	Regular Movement	5 -	3 sec 10 sec	13	IQ+0	1	M146
Haste	Regular Movement	2/pt Half	2 sec 1 min	14	IQ+1	1	M142

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Hawk Flight	Regular Movement	8 4	3 sec 1 min	13	IQ+0	1	M146
Hold Fast	Blocking Movement	1/yd -	1 sec Instant	14	IQ+1	1	M143
Increase Burden	Regular Movement	Varies Varies	3 sec 10 min	14	IQ+1	1	M143
Jump	Regular Movement	1-3 -	1 sec 1 min	14	IQ+1	1	M143
Levitation	Regular Movement	1 per 80 lbs Half	2 sec 1 min	14	IQ+1	1	M143
Light Tread	Regular Movement	4 1	1 sec 10 min	14	IQ+1	1	M145
Lighten Burden	Regular Movement	Varies Varies	3 sec 10 min	14	IQ+1	1	M143
Lockmaster	Regular Movement	3 -	10 sec Instant	14	IQ+1	1	M144
Locksmith	Regular Movement	2 2	1 sec 1 min	14	IQ+1	1	M143
Long March	Regular Movement	3 -	1 min 1 day	14	IQ+1	1	M143
Manipulate	Regular Movement	4 3	3 sec 1 min	14	IQ+1	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	14	IQ+1	1	M144
Pull	Regular Movement	1 per 2 ST of pull	5 sec 1 min	14	IQ+1	1	M146
Quick March	Regular Movement	4 -	1 min 1 day	14	IQ+1	1	M144
Rapid Journey	Special Gate/Movement	Varies Varies	5 sec 1 min	13	IQ+0	1	M82
Repel	Regular Movement	1 per 2 ST of repulsion	5 sec 1 min	14	IQ+1	1	M147
Slide	Regular Movement	2 2	1 sec 1 min	14	IQ+1	1	M145
Slow	Regular Movement	5 4	3 sec 10 sec	14	IQ+1	1	M145
Slow Fall	Regular Movement	1 per 50 lbs Half	1 sec 1 min	14	IQ+1	1	M144
Swim	Regular Movement/Water	6 3	3 sec 1 min	14	IQ+1	1	M147
Teleport	Special Gate/Movement	Varies -	1 sec Instant	13	IQ+0	1	M147
Teleport Other	Regular Gate/Movement	Varies -	1 sec Instant	13	IQ+0	1	M147
Trace Teleport	Info Gate/Movement	3 -	1 sec Instant	14	IQ+1	1	M84
Undo	Regular Movement	Varies Varies	1 sec Instant	14	IQ+1	1	M145
Wallwalker	Regular Movement	1 per 50 lbs Half	1 sec 1 min	14	IQ+1	1	M144
Winged Knife throws any weapon with ST 15	Missile Movement	1/lb -	1 sec Instant	14	IQ+1	1	M145
Wizard Hand	Regular Knowledge/Movement	Varies Varies	3 sec 1 min	14	IQ+1	1	M104
 Protection							
Armor	Regular Protection	2 per DR Half	1 sec 1 min	14	IQ+1	1	M167

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Atmosphere Dome	Area Protection	4 Half	1 sec 6 hrs	14	IQ+1	1	M169
Bladeturning	Regular Protection	2 2	1 sec 1 min	14	IQ+1	1	M168
Block	Blocking Protection	1 per DB -	1 sec Instant	14	IQ+1	1	M166
Catch Missile	Blocking Protection	2 -	1 sec Instant	14	IQ+1	1	M168
Coolness	Regular Protection/Water	2 1	10 sec 1 hour	14	IQ+1	1	M187
Deflect Missile	Blocking Movement/Protection	1 -	1 sec Instant	14	IQ+1	1	M143
Detect Poison	Area/Info Healing/Protection	2 -	2 sec -	14	IQ+1	1	M166
Force Dome	Area Protection	3 2	1 sec 10 min	14	IQ+1	1	M170
Force Wall	Regular Protection	2/yd Same	1 sec 10 min	14	IQ+1	1	M170
Hardiness	Blocking Protection	1 per DR -	1 sec Instant	14	IQ+1	1	M167
Magelock	Regular Protection	3 2	4 sec 6 hrs	14	IQ+1	1	M166
Missile Shield	Regular Protection	5 2	1 sec 1 min	14	IQ+1	1	M168
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	14	IQ+1	1	M168
Nightingale	Area Protection	2 Same	1 sec 10 hrs	14	IQ+1	1	M167
Resist Disease	Regular Healing/Protection	4 3	10 sec 1 hr	14	IQ+1	1	M90
Resist Poison	Regular Healing/Protection	4 3	10 sec 1 Hour	14	IQ+1	1	M91
Resist Pressure	Regular Protection	Varies -	1 sec 1 min	14	IQ+1	1	M169
Return Missile	Blocking Protection	2 -	1 sec Instant	14	IQ+1	1	M168
Reverse Missiles	Regular Protection	7 3	1 sec 1 min	14	IQ+1	1	M168
Sense Danger	Info Protection	3 -	1 sec Instant	14	IQ+1	1	M166
Sense Observation	Area Protection	1 or 3 Half	5 sec 1 hr	14	IQ+1	1	M167
Shade	Regular Protection	1 Half	10 sec 1 hr	14	IQ+1	1	M169
Shield	Regular Protection	2 per DB Half	1 sec 1 min	14	IQ+1	1	M167
Teleport Shield	Area Gate/Protection	1 # Same	10 sec 1 hr	14	IQ+1	1	M170
Turn Blade	Blocking Protection	1 -	1 sec Instant	14	IQ+1	1	M167
Umbrella	Regular Protection/Water	1 1	2 sec 10 min	14	IQ+1	1	M185
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	14	IQ+1	1	M74
Watchdog	Area Protection	1 Same	10 sec 10 hrs	14	IQ+1	1	M167

 **Water**

Body of Flames

Explosive Fireball

Notes