

Portrait	Identity	Player Information	117 Points				
	Name: Herbert Wells	Player: dvberkel	Race: 0				
	Title: _____	Campaign: Shephards	Attributes: 60				
	Religion: _____	Created On: Jul 14, 2016	Advantages: 54				
			Disadvantages: -55				
Description							
Race: Human	Height: 5' 10"	Hair: Black, Wavy, Medium	Quirks: 0				
Gender: Male	Weight: 120 lb	Eyes: Brown	Skills: 49				
Age: 27	Size: + 0	Skin: Pale	Spells: 6				
Birthday: April 3	TL: 4	Hand: Right	Earned: 3				
Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points				
Strength (ST): 10	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____				
Dexterity (DX): 10	None (0) 20 lb 5 8	- Eye -9 0	Basic FP: 10				
Intelligence (IQ): 13	Light (1) 40 lb 4 7	3-4 Skull -7 2	Tired: 3				
Health (HT): 10	• Medium (2) 60 lb 3 6	5 Face -5 0	Collapse: 0				
Will: 13	Heavy (3) 120 lb 2 5	6-7 R. Leg -2 2	Unconscious: -10				
Fright Check: 13	X-Heavy (4) 200 lb 1 4	8 R. Arm -2 2	Current HP: _____				
Basic Speed: 5	Lifting & Moving Things		Basic HP: 10				
Basic Move: 5	Basic Lift: 20 lb		Reeling: 3				
Perception: 13	One-Handed Lift: 40 lb		Collapse: 0				
Vision: 13	Two-Handed Lift: 160 lb		Check #1: -10				
Hearing: 13	Shove & Knock Over: 240 lb		Check #2: -20				
Taste & Smell: 13	Running Shove & Knock Over: 480 lb		Check #3: -30				
Touch: 13	Carry On Back: 300 lb		Check #4: -40				
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb		Dead: -50				
Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Advantages	39		Accounting	11	IQ-2	1	B174
Absolute Direction	5	B34	Administration	12	IQ-1	1	B174
Absolute Timing	2	B35	Architecture/TL4	12	IQ-1	1	B176
Color Skill Compensation	-15		Artist (Body Art)	15	IQ+2	1	B179
Eidetic Memory	10	B51	Default: Artist (Calligraphy) - 4				
Filter Lungs	5	B55	Artist (Calligraphy)	15	IQ+2	1	B179
Hard to Kill 1	2	B58	Artist (Drawing)	15	IQ+2	1	B179
Language: Common	0	B24	Default: Artist (Calligraphy) - 2				
Lightning Calculator	5	B66	Artist (Painting)	15	IQ+2	1	B179
Rapier Wit	5	B79	Default: Artist (Calligraphy) - 2				
Talent (Gifted Artist) 4	20	B90,PU3:10	Artist (Sculpting)	15	IQ+2	1	B179
Reaction Bonus (Buyers and Critics), +0%.			Artist (Woodworking)	15	IQ+2	1	B179
▼ Disadvantages	-40		Astronomy/TL4	11	IQ-2	1	B179
Code of Honor (Gentleman's)	-10	B127	Cartography/TL4	12	IQ-1	1	B183
Easy to Read	-10	B134	Connoisseur (Literature)	12	IQ-1	1	B185
Flashbacks (Mild, -2, 2D seconds)	-5	B136	Default: Literature - 3				
Guilt Complex	-5	B137	Connoisseur (Music)	12	IQ-1	1	B185
Honesty	-10	B138	Connoisseur (Visual Arts)	12	IQ-1	1	B185
CR: 12 (Resist Quite Often).			Cryptography/TL4	11	IQ-2	1	B186
Advantage	0		Herb Lore/TL4	10	IQ-3	1	B199
			Hidden Lore	12	IQ-1	1	B199
			Innate Attack (Beam)	10	DX+0	1	B201
			Innate Attack (Projectile)	10	DX+0	1	B201
			Naturalist	11	IQ-2	1	B211
			Navigation/TL4	12	IQ-1	1	B211
			Default: Astronomy/TL4 - 5				
			Research/TL4	12	IQ-1	1	B217
			Staff	13	DX+3	12	B208
			▼ color				
			Archaeology	11	IQ-2	1	B176
			Biology/TL4 (Life)	10	IQ-3	1	B180
			Computer Hacking/TL4	10	IQ-3	1	B184

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Computer Operation/TL4	1 3	IQ+0	1	B184
			Computer Programming/TL4	1 1	IQ-2	1	B184
			Computer Programming/TL4 (AI)	1 1	IQ-2	1	B184
			Electrician/TL4	1 2	IQ-1	1	B189
			Geology/TL4 (Earthlike)	1 1	IQ-2	1	B198
			Linguistics	1 1	IQ-2	1	B205
			Literature	1 1	IQ-2	1	B205
			Mathematics/TL4 (Applied)	1 1	IQ-2	1	B207
			Mathematics/TL4 (Pure)	1 1	IQ-2	1	B207
			Meteorology/TL4	1 2	IQ-1	1	B209
			Public Speaking	1 2	IQ-1	1	B216
			Theology	1 1	IQ-2	1	B226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Acid Ball	Missile Water	1-Magery -	1-3 sec Instant	1 1	IQ-2	1	M191
Acid Jet	Regular Water	1-3 1-3	1 sec 1 sec	1 1	IQ-2	1	M192
Body of Flames	Regular Fire	1 2 4	5 sec 1 min	1 0	IQ-3	1	M76
Explosive Fireball	Missile Fire	2-2xMagery# -	1-3 sec Instant	1 1	IQ-2	1	M75
Extinguish Fire	Regular Fire	3 -	1 sec Permanent	1 1	IQ-2	1	M72
Major Healing	Regular Healing	1-4 -	1 sec Permanent	1 0	IQ-3	1	M91

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Acid Jet	Jet	1 0	No		1d-1 cor/point	1/point	
Body of Flames	Punch	1 0	8		1d burn	C	
Natural	Kick	8	No		1d-2 cr	C,1	
Natural	Kick w/Boots	8	No		1d-1 cr	C,1	
Natural	Punch	1 0	8		1d-3 cr	C	
Quarterstaff	Swung	1 3	1 1	No	1d+2 cr	1,2	7†
Quarterstaff	Thrust	1 3	1 1	No	1d cr	1,2	7†

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Acid Ball		1 0	1	1d cor/point	20/40					
Explosive Fireball		1 0	1	1d burn ex/2 points	25/50					

Equipment (52 lb; \$715)	?	#	\$	W	\$	W	Ref
Quarterstaff	E	1	1 0	4 lb	1 0	4 lb	B273
Scale Armor	E	1	4 20	35 lb	4 20	35 lb	B283
Heavy Leather Leggings	E	1	6 0	4 lb	6 0	4 lb	B283
Heavy Leather Sleeves	E	1	5 0	2 lb	5 0	2 lb	B283
Leather Gloves	E	1	3 0	0 lb	3 0	0 lb	B284
Boots	E	1	8 0	3 lb	8 0	3 lb	B284
▼ Backpack, Small	E	1	6 0	3 lb	6 5	4 lb	B288
Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	E	1	5	1 lb	5	1 lb	B288

Notes