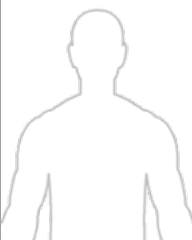


Portrait	Identity	Player Information	84 Points
	Name: Alan Church	Player: Daan van Berkel	Race: 0
	Title: Sergeant	Campaign:	Attributes: 30
	Religion: K-theorist	Created On: Oct 13, 2015	Advantages: 66
			Disadvantages: -70
Description			
Race: Human	Height: 5' 9"	Hair: Brown, Wavy, Long	Quirks: -5
Gender: Male	Weight: 154 lb	Eyes: Green	Skills: 48
Age: 35	Size: +0	Skin: Pale	Spells: 15
Birthday: February 12	TL: 4	Hand: Right	Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 8	Level Max Load Move Dodge	Roll Where - DR	Current FP: 11
Dexterity (DX): 10	• None (0) 13 lb 4 7	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 13	Light (1) 26 lb 3 6	3-4 Skull -7 2	Tired: 3
Health (HT): 9	Medium (2) 39 lb 2 5	5 Face -5 0	Collapse: 0
Will: 13	Heavy (3) 78 lb 1 4	6-7 R. Leg -2 0	Unconscious: -11
Fright Check: 13	X-Heavy (4) 130 lb 1 3	8 R. Arm -2 0	Current HP: 8
Basic Speed: 4.75	Lifting & Moving Things		Basic HP: 8
Basic Move: 4	Basic Lift: 13 lb	9-10 Torso 0 0	Reeling: 2
Perception 13	One-Handed Lift: 26 lb	11 Groin -3 0	Collapse: 0
Vision: 13	Two-Handed Lift: 104 lb	12 L. Arm -2 0	Check #1: -8
Hearing: 13	Shove & Knock Over: 156 lb	13-14 L. Leg -2 0	Check #2: -16
Taste & Smell: 13	Running Shove & Knock Over: 312 lb	15 Hand -4 0	Check #3: -24
Touch: 13	Carry On Back: 195 lb	16 Foot -4 0	Check #4: -32
thr: 1d-3 sw: 1d-2	Shift Slightly: 650 lb	17-18 Neck -5 0	Dead: -40
		- Vitals -3 0	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages	66		Acting	12	IQ-1	1	B174
Eidetic Memory	10	B51	Carousing	9	HT+0	1	B183
Photographic, +5.			▽ Color				
Extra Fatigue Points 2	6	B16	Accounting	15	IQ+2	1	B174
Language: Common	0	B24	Astronomy	15	IQ+2	1	B179
Native, -6; Spoken (Native), +3; Written (Native), +3.			Cryptography/TL4	15	IQ+2	1	B186
Language: Magic	6	B24	Finance	15	IQ+2	1	B195
Spoken (Native), +3; Written (Native), +3.			Mathematics (Applied)	15	IQ+2	1	207
Less Sleep 4	8	B65	Mathematics (Applied)	15	IQ+2	1	207
Magery 2	25	B66	Mathematics (Pure)	15	IQ+2	1	B207
▽ Perks	6		Mathematics/TL4 (Cryptology)	15	IQ+2	1	B207
Accessory (Unusual Body Cavity)	1	B100	Physics	14	IQ+1	1	B213
Surgically added, Watertight, openable/closeable			Crossbow	11	DX+1	2	B186
Deep Sleeper	1	B101	Detect Lies	11	Per-2	1	B187
Penetrating Voice	1	B101	Diplomacy	11	IQ-2	1	B187
Reduced Consumption 2	2	B80	Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Food Only, -50%.			Engineer/TL4 (Combat)	15	IQ+2	1	B190
Signature Gear 1	1	B85	Fast-Talk	12	IQ-1	1	B195
Gear is worth (starting wealth)/10 per level			Innate Attack (Beam)	11	DX+1	2	B201
Social Chameleon	5	B86	Innate Attack (Breath)	11	DX+1	2	B201
Color	0		Innate Attack (Projectile)	11	DX+1	2	B201
Modifier, x0.			Intimidation	12	Will-1	1	B202
Lightning Calculator	0	B66	Knife	11	DX+1	2	B208
Intuitive Mathematician, +3.			Leadership	12	IQ-1	1	B204
Talent (Mathematical Ability) 4	0	B90,PU3:12	Mimicry (Speech)	11	IQ-2	1	B210
Reaction Bonus (Engineers and scientists), +0%.			Panhandling	13	IQ+0	1	B212
▽ Disadvantages	-75		Performance	12	IQ-1	1	B212
Appearance	-20	B21	Poisons/TL4	11	IQ-2	1	B214
Monstrous, -20.			Politics	12	IQ-1	1	B214
Bully	-15	B125	Public Speaking	12	IQ-1	1	B216
CR: 9 (Fairly Often).			Rapier	10	DX+0	2	B208
Curious	-5	B129	Riding (Camel)	9	DX-1	1	B217
CR: 12 (Quite Often).			Savoir-Faire (High Society)	13	IQ+0	1	B218
			Savoir-Faire (Magical)	13	IQ+0	1	F136
			Savoir-Faire (Military)	13	IQ+0	1	B218
			Savoir-Faire (Police)	13	IQ+0	1	B218

Advantages & Disadvantages	Pts	Ref
Disturbing Voice	-10	B132
▽ Quirks	-5	
Chauvinistic Status	-1	B163
Glasses	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Skinny -2 ST vs. knockback	-5	B18
Trickster CR: 12 (Quite Often).	-15	B159

Skills	SL	RSL	Pts	Ref
Sex Appeal	8	HT-1	1	B219
Shield (Buckler)	11	DX+1	2	B220
Streetwise	12	IQ-1	1	B223
Thaumatology	12	IQ-1	1	B225
Throwing	10	DX+0	2	B226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▽ Healing							
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	13	IQ+0	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	13	IQ+0	1	M89
Major Healing	Regular Healing	1-4 -	1 sec Permanent	12	IQ-1	1	M91
Minor Healing	Regular Healing	1-3 -	1 sec Permanent	13	IQ+0	1	M91
▽ Protection							
Armor	Regular Protection	2 per DR Half	1 sec 1 min	13	IQ+0	1	M167
Bladeturning	Regular Protection	2 2	1 sec 1 min	13	IQ+0	1	M168
Block	Blocking Protection	1 per DB -	1 sec Instant	13	IQ+0	1	M166
Hardiness	Blocking Protection	1 per DR -	1 sec Instant	13	IQ+0	1	M167
Magelock	Regular Protection	3 2	4 sec 6 hrs	13	IQ+0	1	M166
Missile Shield	Regular Protection	5 2	1 sec 1 min	13	IQ+0	1	M168
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	13	IQ+0	1	M168
Reverse Missiles	Regular Protection	7 3	1 sec 1 min	13	IQ+0	1	M168
Shade	Regular Protection	1 Half	10 sec 1 hr	13	IQ+0	1	M169
Shield	Regular Protection	2 per DB Half	1 sec 1 min	13	IQ+0	1	M167
Umbrella	Regular Protection/Water	1 1	2 sec 10 min	13	IQ+0	1	M185

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	8	No		1d-3 cr	C,1	
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	10	8		1d-4 cr	C	

Notes