

Identity
Name: Alan Church
Title: Sergeant
Religion: K-theorist

Race: Human Gender Male Age: 35

Birthday: February 12

Player Information	
Player: Daan van Berkel	
Campaign:	
Created On: Oct 13, 2015	

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Description	
Height: 5' 9"	Hair: Brown, Wavy, Long
Weight: 154 lb	Eyes: Green
Size: +0	Skin: Pale
TL: 4	Hand: Right

500 Points	
Race:	0
Attributes:	30
Advantages:	106
Disadvantages: -	160
Quirks:	-5
Skills:	49
Spells:	56

Earned: **424**

Attributes	
Strength (ST):	8
Dexterity (DX):	10
Intelligence (IQ):	13_
Health (HT):	9
Will:	13
Fright Check:	13
Basic Speed:	4.75
Basic Move:	4
Perception	13
Vision:	13
Hearing:	13
Taste & Smell:	13
Touch:	13
thr: 1d-3 sw:	1d-2

Level	Max Load	Move	Dodge			
• None (0)	13 lb	4	7			
Light (1)	26 lb	3	6			
Medium (2)	39 lb	2	5			
Heavy (3)	78 lb	1	4			
X-Heavy (4)	130 lb	1	3			
Lifting & Moving Things						
Basic Lift: 13 lb						
1	One Handad Lift:		26 lb			

Encumbrance, Move & Dodge

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Lifting & Moving Things	
Basic Lift:	13 lb
One-Handed Lift:	26 lb
Two-Handed Lift:	104 lb
Shove & Knock Over	156 lb
Running Shove & Knock Over	312 lb
Carry On Back:	195 lb
Shift Slightly:	650 lb

Roll Where - DR Current FP: Basic FP: 11 - Eye - 9 0 Basic FP: 11 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 Current FP: Basic FP: 11 Cullapse: 0 Unconscious - 11 Current HP:					
- Eye -9 0 Basic FP: 11 3-4 Skull -7 2 5 Face -5 0 Collapse: 0 6-7 R. Leg -2 0 Unconscious -11 9-10 Torso 0 0 Current HP:	Н	it Locati	on		Fatigue/Hit Points
3-4 Skull -7 2 Tired: 3 Collapse: 0 Unconscious -11 Current HP:	Roll	Where	-	DR	Current FP:
5 Face -5 0 Collapse: 0 Unconscious -11 8 R. Arm -2 0 Current HP:	-	Eye	-9	0	Basic FP: 11
5 Face -5 0 Collapse: 0 6-7 R. Leg -2 0 Unconscious -11 9-10 Torso 0 0 Current HP:	3-4	Skull	-7	2	Tired: 3
6-7 R. Leg -2 0 Unconscious -11 9-10 Torso 0	5	Face	-5	0	
8 R. Arm -2 0 Current HP:	6-7	R. Leg	-2	0	
9-10 Torso 01 0	8	R. Arm	-2	0	
	9-10	Torso	0	0	
11 Groin -3 0 Basic HP: 8	11	Groin	-3	0	
12 L. Arm -2 0 Reeling: 2	12	L. Arm	-2	0	Reeling: 2
13-14 L. Leg -2 0 Collapse: 0	13-14	L. Lea	-2	0	Collapse: 0
15 Hand -4 0 Check #1: -8	15	J		0	Check #1: -8
16 Foot -4 0 Check #2: -16	16		-4	0	Check #2: -16
17-18 Neck -5 0 Check #3: -24				0	Check #3: -24
- Vitals -3 0 Check #4: -32	_		_	0	Check #4: -32
Dead: -40		Vitalo	Ľ		Dead: -40

Advantages & Disadvantages	Pts	Ref
▽ Advantages	106	
Eidetic Memory Photographic, +5.	10	B51
Extra Fatigue Points 2	6	B16
Fashion Sense	5	B21
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24
Language: Magic Spoken (Native), +3; Written (Native), +3.	6	B24
Less Sleep 4	8	B65
Magery 3	35	B66
▽ Perks	6	
Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable	1	B100
Deep Sleeper	1	B101
Penetrating Voice	1	B101
Reduced Consumption 2 Food Only, -50%.	2	B80
Signature Gear 1 Gear is worth (starting wealth)/10 per level	1	B85
Rank 1 Corporate: Officer	5	B29
Rapier Wit	5	B79
Social Chameleon	5	B86
Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%.	15	B90,PU3:15
Color Modifier, x0.	0	
Lightning Calculator Intuitive Mathematician, +3.	0	B66

Skills	SL	RSL	Pts	Ref
Acting	13	IQ+0	1	B174
Carousing	10	HT+1	1	B183
∵ Color				
Accounting	15	IQ+2	1	B174
Astronomy	15	IQ+2	1	B179
Finance	15	IQ+2	1	B195
Mathematics (Applied)	15	IQ+2	1	207
Mathematics (Applied)	15	IQ+2	1	207
Mathematics (Pure)	15	IQ+2	1	B207
Mathematics/TL4 (Cryptology)	15	IQ+2	1	B207
Physics	14	IQ+1	1	B213
Crossbow	11	DX+1	2	B186
Cryptography/TL4	15	IQ+2	1	B186
Detect Lies	12	Per-1	1	B187
Diplomacy	12	IQ-1	1	B187
Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Engineer/TL4 (Combat)	15	IQ+2	1	B190
Fast-Talk	13	IQ+0	1	B195
Innate Attack (Beam)	11	DX+1	2	B201
Innate Attack (Breath)	11	DX+1	2	B201
Innate Attack (Projectile)	11	DX+1	2	B201
Intimidation	13	Will+0	1	B202
Knife	11	DX+1	2	B208
Leadership	13	IQ+0	1	B204
Mimicry (Speech)	11	IQ-2	1	B210
Panhandling	14	IQ+1	1	B212
Performance	12	IQ-1	1	B212
Poisons/TL4	11	IQ-2	1	B214
Politics	13	IQ+0	1	B214
Public Speaking	13	IQ+0	1	B216
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

Advantages & Disadvantages	Pts	Ref
Talent (Mathematical Ability) 4 Reaction Bonus (Engineers and scientists), +0%.		B90,PU3:12
Disadvantages ■	-165	
Appearance Monstrous, -20.	-20	B21
Autophobia (Being Alone) CR: 12 (Quite Often).	-15	B149
Brontophobia (Loud Noises) CR: 12 (Quite Often).	-10	B150
Bully CR: 9 (Fairly Often).	-15	B125
Curious CR: 12 (Quite Often).	-5	B129
Disturbing Voice	-10	B132
Fanaticism (K-theorist)	-15	B136
Low Pain Threshold	-10	B142
Paranoia	-10	B148
▽ Quirks	-5	
Chauvinistic Status	-1	B163
Glasses	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Heisenquirk	-1	
Secret Identity (Corporate) Possible Death, -30.	-30	B152
Skinny -2 ST vs. knockback	-5	B18
Trickster CR: 12 (Quite Often).	-15	B159

Skills	SL	RSL	Pts	Ref
Sex Appeal	9	HT+0	1	B219
Shield (Buckler)	11	DX+1	2	B220
Singing	9	HT+0	1	B220
Streetwise	13	IQ+0	1	B223
Thaumatology	13	IQ+0	1	B225
Throwing	10	DX+0	2	B226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▽ Air							
Create Air	Area Air	1 -				1	M23
Purify Air	Area Air	1 -	1 sec Instant	14	IQ+1	1	M23
Shape Air	Regular Air	1-10	1 sec 1 min	14	IQ+1	1	M24
▽ Fire							
Body of Flames	Regular Fire	12 4	5 sec 1 min	13	IQ+0	1	M76
Breathe Fire	Regular Fire	1-4	2 sec 1 sec	13	IQ+0	1	M76
Burning Touch	Melee Fire	1-3	1 sec Instant	14	IQ+1	1	M79
Cold	Regular Fire	Varies Varies	1 min 1 min	14	IQ+1	1	M74
Create Fire	Area Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
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 Permanen		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

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
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	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
Warmth	Regular Fire/Protection	2	10 sec 1 hr	14	IQ+1	1	M74
▽ Healing							
Great Healing	Regular Healing	20	1 min Permanen		IQ+0	1	M91
Lend Energy	Regular Healing	1/pt -	1 sec Permaner		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 Permanen		IQ+0	1	M91
Minor Healing	Regular Healing	1-3	1 sec Permanen		IQ+1	1	M91
▽ Knowledge							
Far-Feeling	Regular Knowledge	3	3 sec 1 min	14	IQ+1	1	M100
▽ Movement							
Apportation	Regular Movement	Varies	1 sec 1 min	14	IQ+1	1	M142
▼ Earth							
Seek Earth	Info Earth	3 -	10 sec Instant		IQ+1	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	14	IQ+1	1	M50
▽ Protection							
Armor	Regular Protection	2 per DR Half	1 sec 1 min	14	IQ+1	1	M167
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Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
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
Coolness	Regular Protection/Water	2 1	10 sec 1 hour	14	IQ+1	1	M18
Force Dome	Area Protection	3 2	1 sec 10 min	14	IQ+1	1	M17
Weather Dome	Area Protection/Weather	3 2	1 sec 6 hrs		IQ+1	1	M16
Force Wall	Regular Protection	2/yd Same	1 sec 10 min	14	IQ+1	1	M17
Hardiness	Blocking Protection	1 per DR	1 sec Instant	14	IQ+1	1	M16
Magelock	Regular Protection	3 2	4 sec 6 hrs	14	IQ+1	1	M16
Missile Shield	Regular Protection	5 2	1 sec 1 min	14	IQ+1	1	M16
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	14	IQ+1	1	M16
Reverse Missiles	Regular Protection	7 3	1 sec 1 min	14	IQ+1	1	M16
Shade	Regular Protection	1 Half	10 sec 1 hr	14	IQ+1	1	M16
Shield	Regular Protection	2 per DB Half	1 sec 1 min	14	IQ+1	1	M16
Umbrella	Regular Protection/Water	1	2 sec 10 min	14	IQ+1	1	M18
Warmth	Regular Fire/Protection	2	10 sec 1 hr	14	IQ+1	1	M7

Melee Weapons	Usage	LvI	Parry	Block	Damage	Reach	ST
Body of Flames	Punch	10	8		1d burn	С	
Breathe Fire	Breath	11	No		1d+1 burn/point	1/point	
Burning Touch	Punch	10	8		1d-4 +1d burn/point	С	
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	11	No		1d burn/point	1/point	
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	С	
Rain of Fire	Area	0	No		1d-1 burn	Special	
Smoke	Area	0	No		Cough/Weep	Special	

Ranged Weapons	Usage	LvI	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Explosive Fireball		11	1	1d burn ex/2 points	25/50					
Fireball		11	1	1d burn/point	25/50					

Notes