


Portrait	Identity	Player Information	511 Points
	Name: Samuel Johnson	Player: dvberkel	Race: 0
	Title:	Campaign: Shephars of Garden	Attributes: 110
	Religion:	Created On: Mar 7, 2016	Advantages: 327
Description			
Race: Human	Height: 6' 1"	Hair: Long, Dark, Curly	Disadvantages: -75
Gender: Male	Weight: 118 lb	Eyes: Green	Quirks: -5
Age: 37	Size: -1	Skin: Brown	Skills: 57
Birthday: May 12	TL: 4	Hand: Right	Spells: 99
			Earned: -2

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 24	Level Max Load Move Dodge	Roll Where - DR	Current FP: 20
Dexterity (DX): 12	• None (0) 115 lb 4 10	- Eye -9 5	Basic FP: 20
Intelligence (IQ): 16	Light (1) 230 lb 3 9	3-4 Skull -7 7	Tired: 6
Health (HT): 10	Medium (2) 345 lb 2 8	5 Face -5 5	Collapse: 0
Will: 16	Heavy (3) 690 lb 1 7	6-7 R. Leg -2 5	Unconscious: -20
Fright Check: 16	X-Heavy (4) 1,150 lb 1 6	8 R. Arm -2 5	Current HP: 31
Basic Speed: 5.5	Lifting & Moving Things	9-10 Torso 0 9	Basic HP: 31
Basic Move: 4		11 Groin -3 9	Reeling: 10
Perception: 10	Basic Lift: 115 lb	12 L. Arm -2 5	Collapse: 0
Vision: 10	One-Handed Lift: 230 lb	13-14 L. Leg -2 5	Check #1: -31
Hearing: 10	Two-Handed Lift: 920 lb	15 Hand -4 5	Check #2: -62
Taste & Smell: 10	Shove & Knock Over: 1,380 lb	16 Foot -4 5	Check #3: -93
Touch: 10	Running Shove & Knock Over: 2,760 lb	17-18 Neck -5 5	Check #4: -124
thr: 2d+1 sw: 4d+2	Carry On Back: 1,725 lb	- Vitals -3 9	Dead: -155
	Shift Slightly: 5,750 lb		

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages	327		▽ Circus				
Ambidexterity	5	B39	Cannonballing	12	DX+0	1	
Claim to Hospitality	5	B41	Clowning	15	IQ-1	1	
Circus People - Has All, +5.			Juggling	12	DX+0	2	
Damage Resistance 5	25	B47	Throwing	12	DX+0	2	B226
Extra Fatigue Points 10	30	B16	Trapeze	12	DX+0	4	
Extra Hit Points 7	14	B16	▽ Combat				
Fashion Sense	5	B21	Axe/Mace	12	DX+0	2	B208
Flexibility (Double-Jointed)	15	B56	Boxing	12	DX+0	2	B182
Growth 3	30	B58	Broadsword	12	DX+0	2	B208
High Manual Dexterity 5	25	B59	Default: Shortsword - 2				
Increased Strength 16	112	B14	Innate Attack (Beam)	12	DX+0	1	B201
Language: Common	0	B24	Innate Attack (Breath)	12	DX+0	1	B201
Native, -6; Spoken (Native), +3; Written (Native), +3.			Knife	12	DX+0	1	B208
Talent (Gifted Artist) 5	25	B90,PU3:10	Default: Shortsword - 3				
Reaction Bonus (Buyers and Critics), +0%.			Shield (Shield)	12	DX+0	1	B220
▽ Perks	1		Shortsword	12	DX+0	2	B209
Autotrance	1	B101	Shortsword	12	DX+0	2	B209
Magery 3	35	B66	Thrown Weapon (Knife)	12	DX+0	1	B226
▽ Disadvantages	-80		Wrestling	12	DX+0	2	B228
Addiction (Alcohol)	-10	B122	Artist (Calligraphy)	24	IQ+8	1	B179
Cost: Cheap, -5; Effects: Incapacitating, -10; Legal, +5.			Artist (Illusion)	24	IQ+8	1	B179
Addiction (Cigarettes)	0	B122	Artist (Painting)	24	IQ+8	1	B179
Cost: Cheap, -5; Legal, +5.			Default: Artist (Calligraphy) - 2				
Addiction (Cocaine)	-20	B122	Artist (Sculpting)	24	IQ+8	1	B179
Cost: Expensive, -10; Effects: Hallucinogenic, -10; Illegal, +0.			Artist (Woodworking)	24	IQ+8	1	B179
Bad Temper	-10	B124	First Aid/TL4	17	IQ+1	1	B195
CR: 12 (Quite Often).			Jeweler/TL4	24	IQ+8	1	B203
Compulsive Swearing	-5	B129	Knot-Tying	17	DX+5	1	B203
CR: 12 (Quite Often).			Leatherworking	22	DX+10	1	B205
			Lockpicking/TL4	20	IQ+4	1	B206

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Curious CR: 12 (Quite Often).	-5	B129	Packing	15	IQ-1	1	B212
Dwarfism	-15	B19	Pickpocket Default: Sleight of Hand - 4	15	DX+3	1	B213
Jealousy	-10	B140	Riding (Camel)	11	DX-1	1	B217
▼ Quirks	-5		Running	10	HT+0	2	B218
Alcohol Intolerance	-1	B165	Savoir-Faire (Circus)	16	IQ+0	1	B218
Broad-Minded	-1	B163	Sewing/TL4	22	DX+10	1	B219
Heisenquirk	-1		Sleight of Hand	15	DX+3	1	B221
Heisenquirk	-1		Survival (Desert)	12	Per+2	8	B223
Heisenquirk	-1		Swimming	12	HT+2	4	B224

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ Air							
Create Air	Area Air	1 -	1 sec 5 sec	17	IQ+1	1	M23
Purify Air	Area Air	1 -	1 sec Instant	17	IQ+1	1	M23
Shape Air	Regular Air	1-10 -	1 sec 1 min	17	IQ+1	1	M24
▼ Body Control							
Clumsiness	Regular Body Control	1-5 Half	1 sec 1 min	17	IQ+1	1	M36
Hinder	Regular Body Control	1-4 Same	1 sec 1 min	17	IQ+1	1	M36
Itch	Regular Body Control	2 -	1 sec Until scratched	17	IQ+1	1	M35
Spasm	Regular Body Control	2 -	1 sec Instant	17	IQ+1	1	M35
▼ Category Sound							
Sound	Regular Sound	Varies 1/ min	1 sec Varies	17	IQ+1	1	M171
▼ Communication							
Sense Emotion	Regular Communication	2 -	1 sec Instant	17	IQ+1	1	M45
Sense Foes	Info/Area Communication	1/area, min 2 -	1 sec Instant	17	IQ+1	1	M44
▼ Earth							
Create Earth	Regular Earth	2/25 cu ft -	1 sec Permanent	17	IQ+1	1	M51
Earth to Stone	Regular Earth	3/25 cu ft # -	1 sec Permanent	17	IQ+1	1	M51
Seek Earth	Info Earth	3 -	10 sec Instant	17	IQ+1	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	17	IQ+1	1	M50
▼ Fire							
Body of Flames	Regular Fire	12 4	5 sec 1 min	16	IQ+0	1	M76
Breathe Fire	Regular Fire	1-4 -	2 sec 1 sec	16	IQ+0	1	M76
Burning Death	Melee Fire/Necromancy	3 2	3 sec 1 sec	16	IQ+0	1	M76
Burning Touch	Melee Fire	1-3 -	1 sec Instant	17	IQ+1	1	M79
Cold	Regular Fire	Varies Varies	1 min 1 min	17	IQ+1	1	M74
Control Fire Elemental	Special Fire	Special -	2 sec 1 min	17	IQ+1	1	M28

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Create Fire	Area Fire	2 Half	1 sec 1 min	17	IQ+1	1	M72
Create Fire Elemental	Special Fire	Special -	Special Permanent	17	IQ+1	1	M28
Deflect Energy	Blocking Fire	1 -	1 sec Instant	17	IQ+1	1	M73
Essential Flame	Area Fire	3 # 2	3 sec 1 min	17	IQ+1	1	M75
Explosive Fireball	Missile Fire	2-2xMage -	1-3 sec Instant	17	IQ+1	1	M75
Extinguish Fire	Regular Fire	3 -	1 sec Permanent	17	IQ+1	1	M72
Fast Fire	Regular Fire	Varies Varies	1 sec 1 min	17	IQ+1	1	M73
Fire Cloud	Area Fire	1-5 Same	1-5 sec 10 sec	17	IQ+1	1	M75
Fireball	Missile Fire	1-Magery -	1-3 sec Instant	17	IQ+1	1	M74
Fireproof	Area Fire	3 # Same	5 min 1 day	17	IQ+1	1	M73
Flame Jet	Regular Fire	1-3 Same	1 sec 1 sec	17	IQ+1	1	M73
Flaming Armor +1 point burn damage to all melee attacks	Regular Fire	6 Half	1 sec 1 min	17	IQ+1	1	M75
Flaming Missiles +2 points burn damage with missiles fired from weapon	Regular Fire	4 # Half	3 sec 1 min	17	IQ+1	1	M75
Flaming Weapon +2 points burn damage from attacks with melee weapon	Regular Fire	4 1	2 sec 1 min	17	IQ+1	1	M75
Heat	Regular Fire	Varies Varies	1 min 1 min	17	IQ+1	1	M74
Ignite Fire	Regular Fire	1-4 Same	1 sec 1 sec	17	IQ+1	1	M72
Phantom Flame	Area Fire/Illusion & Creation	1 1	1 sec 1 min	17	IQ+1	1	M73
Rain of Fire	Area Fire	1 # Same	1 sec 1 min	17	IQ+1	1	M74
Resist Cold	Regular Fire	2 Half	1 sec 1 min	17	IQ+1	1	M74
Resist Fire	Regular Fire	2 # Half	1 sec 1 min	17	IQ+1	1	M74
Seek Fire	Info Fire	1 -	1 sec Instant	17	IQ+1	1	M72
Shape Fire	Area Fire	2 Half	1 sec 1 min	17	IQ+1	1	M72
Slow Fire	Regular Fire	Varies Varies	1 sec 1 min	17	IQ+1	1	M73
Smoke	Area Fire	1 Half	1 sec 5 min #	17	IQ+1	1	M73
Summon Fire Elemental	Special Fire	4 # -	30 sec 1 hr	17	IQ+1	1	M27
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	17	IQ+1	1	M74
▽ Healing							
Great Healing	Regular Healing	20 -	1 min Permanent	16	IQ+0	1	M91
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	17	IQ+1	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	17	IQ+1	1	M89

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Major Healing	Regular Healing	1 - 4 -	1 sec Permanent	1 6	IQ + 0	1	M 91
Minor Healing	Regular Healing	1 - 3 -	1 sec Permanent	1 7	IQ + 1	1	M 91
Recover Energy	Special Healing	0 0	1 sec Special	2 0	IQ + 4	8	M 89
▽ Illusion							
Complex Illusion	Area Illusion & Creation	2 Half	1 sec 1 min	1 7	IQ + 1	1	M 96
Control Creation	Regular Illusion & Creation	1 -	2 sec Instant	1 7	IQ + 1	1	M 99
Control Illusion	Regular Illusion & Creation	1 -	2 sec Permanent	1 7	IQ + 1	1	M 97
Create Animal	Regular Illusion & Creation	Varies Half	1 sec/cost 1 min	1 7	IQ + 1	1	M 98
Create Mount	Regular Illusion & Creation	8 3	3 sec 1 hr	1 7	IQ + 1	1	M 99
Create Object	Regular Illusion & Creation	2/5 lbs -	1 sec/cost While touching someone	1 6	IQ + 0	1	M 98
Create Servant	Regular Illusion & Creation	Varies Varies	3 sec 1 min	1 7	IQ + 1	1	M 98
Create Warrior	Regular Illusion & Creation	Varies Same	4 sec 1 min	1 7	IQ + 1	1	M 98
Dispel Creation	Regular Illusion & Creation	1 or 3 -	1 sec Instant	1 7	IQ + 1	1	M 99
Dispel Illusion	Regular Illusion & Creation	1 -	1 sec Instant	1 7	IQ + 1	1	M 97
Duplicate	Regular Illusion & Creation	3/5 lbs -	1 sec/cost While touching someone	1 6	IQ + 0	1	M 98
Illusion Disguise	Regular Illusion & Creation	3 -	1 sec Until illusion ends	1 7	IQ + 1	1	M 96
Illusion Shell	Regular Illusion & Creation	1 or 2 Half	1 sec 1 min	1 7	IQ + 1	1	M 96
Independence	Area Illusion & Creation	2 -	Varies Varies	1 7	IQ + 1	1	M 96
Initiative	Area Illusion & Creation	Varies -	10 sec Varies	1 7	IQ + 1	1	M 97
Inscribe	Area Illusion & Creation/Making &	1/min 2 Same	1 sec 1 min	1 7	IQ + 1	1	M 97
Know Illusion	Info Illusion & Creation	2 -	1 sec Instant	1 7	IQ + 1	1	M 97
Perfect Illusion	Area Illusion & Creation	3 Half	1 sec 1 min	1 7	IQ + 1	1	M 96
Phantom	Area Illusion & Creation	5 Half	1 sec 1 min	1 6	IQ + 0	1	M 97
Phantom Flame	Area Fire/Illusion & Creation	1 1	1 sec 1 min	1 7	IQ + 1	1	M 73
Simple Illusion	Area Illusion & Creation	1 Half	1 sec 1 min	1 7	IQ + 1	1	M 95
▽ Light							
Colors	Regular Light	2 1	1 sec 1 min	1 7	IQ + 1	1	M 110
▽ Making & Breaking							

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Copy	Regular Making & Breaking	Varies -	5 sec Permanent	17	IQ+1	1	M116
Dye	Regular Making & Breaking	Varies -	3 sec 2d days	17	IQ+1	1	M116
Restore	Regular Making & Breaking	2 1	3 sec 10 min	17	IQ+1	1	M116
▼ Mind Control							
Alertness	Regular Mind Control	2/pt increase Half	1 sec 10 min	16	IQ+0	1	M133
Drunkenness	Regular Mind Control	1/pt of IQ & DX loss Half	2 sec 1 min	17	IQ+1	1	M136
Fear	Area Mind Control	1 -	1 sec 10 min	17	IQ+1	1	M134
Foolishness	Regular Mind Control	1-5 Half	1 sec 1 min	17	IQ+1	1	M134
Keen Hearing	Regular Mind Control/Sound	1 Half	1 sec 30 min	17	IQ+1	1	M133
Keen Vision	Regular Mind Control	1/pt increase Half	1 sec 30 min	17	IQ+1	1	M133
Panic	Area Mind Control	4 2	1 sec 1 min	17	IQ+1	1	M134
Sickness	Regular Body Control/Mind Control	3 3	4 sec 1 min	17	IQ+1	1	M138
Wisdom	Regular Mind Control	4/pt of IQ Same	1 sec 1 min	17	IQ+1	1	M135
▼ Movement							
Apportation	Regular Movement	Varies	1 sec 1 min	17	IQ+1	1	M142
Great Haste	Regular Movement	5 -	3 sec 10 sec	16	IQ+0	1	M146
Haste	Regular Movement	2/pt Half	2 sec 1 min	17	IQ+1	1	M142
▼ Water							
Create Water	Regular Water	2/gal -	1 sec Permanent	17	IQ+1	1	M184
Purify Water	Special Water	1/gal -	5-10/gal# Permanent	17	IQ+1	1	M184
Seek Water	Info Water	2 -	1 sec Instant	17	IQ+1	1	M184

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Body of Flames	Punch	12	1		1d burn	C	
Breathe Fire	Breath	12	No		1d+1 burn/point	1/point	
Burning Death	Punch	12	1		2d cr +1d-1 burn/second	C	
Burning Touch	Punch	12	1		2d+1d burn/point	C	
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	12	No		1d burn/point	1/point	
Large Knife	Swung	12	1	No	3d-2 cut	C,1	6
Large Knife	Thrust	12	1	No	1d+2 imp	C	6
Medium Shield	Shield Bash	12	No	1	2d+1 cr	1	0
Natural	Kick	10	No		2d+1 cr	C,1	
Natural	Kick w/Boots	10	No		2d+2 cr	C,1	
Natural	Punch	12	1		2d cr	C	
Rain of Fire	Area	0	No		1d-1 burn	Special	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Shortsword	Swung	1 2	1 1	No	4d+2 cut	1	8
Shortsword	Thrust	1 2	1 1	No	2d+1 imp	1	8
Smoke	Area	0	No		Cough/Weep	Special	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Explosive Fireball		8	1	1d burn ex/2 points	25/50					
Fireball		8	1	1d burn/point	25/50					
Large Knife	Thrown	1 2	+ 0	1d+2 imp	19/36	1	T(1)	-2		6

Equipment (59.25 lb; \$1,045)				?	#	\$	W	\$	W	Ref
▼ Backpack, Small				E	1	60	3 lb	125	6.25 lb	B288
First Aid Kit				E	1	50	2 lb	50	2 lb	B289
A complete kit for treating wounds, with bandages, ointments, etc.										
Personal Basics				E	1	5	1 lb	5	1 lb	B288
Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.										
▼ Wineskin				E	1	10	0.25 lb	10	0.25 lb	B288
Large Knife				E	1	40	1 lb	40	1 lb	B272
Medium Shield				E	1	60	15 lb	60	15 lb	B287
Scale Armor				E	1	420	35 lb	420	35 lb	B283
Shortsword				E	1	400	2 lb	400	2 lb	B273

Notes