



Name Harry Quatermass Player Neil Point Total 300

Ht 6' 2" Wt 200 lbs Size Modifier 0 Age 65 Unspent Pts

Appearance Grey - Muscular - Long Hair - Sean Connery-esque

CHARACTER SHEET

Character stats table including ST 10, HP 10, DX 15, WILL 12, IQ 12, PER 12, HT 11, FP 11 with current values in brackets.

Languages table with Spoken and Written columns.

DR (Damage Resistance) and TL (Cultural Familiarities) table.

BASIC LIFT (ST x ST)/5 20 DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 6.50 [] BASIC MOVE 6 []

PARRY 13 and BLOCK table, and Reaction Modifiers table.

ENCUMBRANCE, MOVE, and DODGE table.

ADVANTAGES AND PERKS table listing Combat Reflexes, Acute Vision, etc.

DISADVANTAGES AND QUIRKS table listing Sense of Duty (Buffin).

SKILLS table listing Guns (Rifle), Knife, Tracking, Traps, Stealth.



Name Michaela O'Dempsey Player Desmond Point Total 299

Ht 6' 2" Wt 200 lbs Size Modifier 0 Age 21 Unspent Pts 1

Appearance Half-Elf, "Jessica Rabbit" curvy, long curly hair to calves

CHARACTER SHEET

ST	12 [20]	HP	12	CURRENT	[]
DX	11 [20]	WILL	15		[]
IQ	15 [100]	PER	15		[]
HT	11 [10]	FP	11	CURRENT	[]

Languages	Spoken	Written
		[]
		[]
		[]
		[]
		[]

DR Head: _____ Torso: _____ Arm: _____ Hand: _____ Leg: _____ Foot: _____	TL: _____ [] Cultural Familiarities _____ [] _____ [] _____ []
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BASIC LIFT (ST × ST)/5 36 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 5.50 [] BASIC MOVE 5 []

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>36</u>	BM × 1 _____	Dodge <u>8</u>
Light (1) = 2 × BL _____	BM × 0.8 _____	Dodge -1 _____
Medium (2) = 3 × BL _____	BM × 0.6 _____	Dodge -2 _____
Heavy (3) = 6 × BL _____	BM × 0.4 _____	Dodge -3 _____
X-Heavy (4) = 10 × BL _____	BM × 0.2 _____	Dodge -4 _____

PARRY <u>7</u>	Reaction Modifiers Appearance _____ Status _____ Reputation _____ _____ _____

ADVANTAGES AND PERKS	
Magery	[5]
Appearance 4	[16]
Charisma 2	[10]
Empathy	[15]
Language Talent	[10]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

SKILLS		
Name	Level	Relative Level
Pharmacy	15	[4]
Sewing	13	[4]
Diagnosis	15	[4]
First Aid	18	[8]
Physician	15	[4]
Surgery	15	[8]
Veterinary	15	[4]
Biology	15	[8]
Poisons	15	[4]
Herb Lore	15	[8]
Cooking	15	[2]
_____		[]

DISADVANTAGES AND QUIRKS	
Pacifism (Cannot harm innocents)	[-10]
Honesty	[-10]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

Spells		
Great Healing	15	[5]
Fortify	15	[5]
Haste	15	[5]
Light	15	[5]
Major Healing	15	[5]
Minor Healing	15	[5]
Paralyze Limb	15	[5]
Shield	15	[5]
Sleep	15	[5]
Lend Vitality	15	[5]
Command	15	[5]
_____		[]



Name Synn Player Mark Point Total 301

Ht 5' 10" Wt 180 lbs Size Modifier Age 683 Unspent Pts

Appearance Devilishly handsome

CHARACTER SHEET

Character stats: ST 14 [40] HP 14 [CURRENT], DX 14 [80] WILL 11 [CURRENT], IQ 12 [40] PER 11 [CURRENT], HT 11 [10] FP 11 [CURRENT]

Languages Spoken Written table with 5 rows

DR (Head: 12, Torso: 10, Arm: 10, Hand: 10, Leg: 10, Foot: 10) and TL: Cultural Familiarities table

BASIC LIFT (ST x ST)/5 39 DAMAGE Thr 1d Sw 2d
BASIC SPEED 6.50 [] BASIC MOVE 6 []

PARRY 12 and Reaction Modifiers table with Appearance, Status, and Reputation fields

ENCUMBRANCE MOVE DODGE table with categories: None (0) = BL, Light (1) = 2 x BL, Medium (2) = 3 x BL, Heavy (3) = 6 x BL, X-Heavy (4) = 10 x BL

ADVANTAGES AND PERKS table: Magery 1 [15], Claws [10], Very Handsome [16], Damage Resistance (+10) [50], Charisma 4 [20]

DISADVANTAGES AND QUIRKS table: Arrogant [-10], Overconfidence [-5], Glutton [-5]

SKILLS table: Unarmed Combat [18], Diplomacy [16], Crossbow [15], Intimidate [13], Spells (Planar Summons [13], Resist Fire [13], Command [13], Truthsayer [13])



CHARACTER SHEET

Name Synn

HAND WEAPONS

Table with columns: Weapon, Damage, Reach, Parry, Notes. Row 1: Claws, 1d+3 cut, , 12, .

Table with columns: Cost, Weight

RANGED WEAPONS

Table with columns: Weapon, Damage, Acc, Range, RoF, Shots, ST, Bulk, Rcl, LC, Notes. Row 1: Crossbow, 2d+1 imp, 4, , 1, 10, , -6, , , .

Table with columns: Cost, Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Table with columns: Speed/Range Modifier, Linear Measurement (range/speed). Rows: 0-15.

HIT LOCATION

Table with columns: Modifier, Location. Rows: 0-Torso, -2-Arm/Leg, -3-Groin, -4-Hand, -5-Face, -7-Skull. Note: Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Table with columns: Item, Location, Cost, Weight. Includes Totals row.

CHARACTER NOTES

Demon who compels people to serve him. Comes to the city on holiday.

POINTS SUMMARY

Attributes/Secondary Characteristics [170]
Advantages/Perks/TL/Languages/
Cultural Familiarity [111]
Disadvantages/Quirks [-20]
Skills/Techniques [40]
Other []

