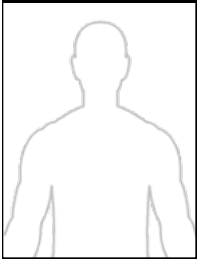


Portrait 	Identity	Player Information	178 Points Attributes: 60 Advantages: 35 Disadvantages: -30 Quirks: 0 Skills: 62 Spells: 50 Race: 0 Earned: 1
	Name: Lyria Title: Religion:	Player: Ariel Campaign: Streets of Auburn Created On: Feb 7, 2010	
Description			
Race: Human	Height: 5' 3"	Hair: Long, dark	
Gender: Female	Weight: 160 lb	Eyes: Grey	
Age: 33	Size: +0	Skin: White	
Birthday: October 11	TL: 3	Hand: Right	

Attributes	Encumbrance, Move & Dodge			Hit Location				Fatigue/Hit Points	
Strength (ST): 11	Level	MaxLoad	Move	Dodge	Roll	Where	-	DR	Current FP: _____
Dexterity (DX): 10	•None (0)	24 lb	5	8	-	Eye	-9	0	Basic FP: 11
Intelligence (IQ): 12	Light (1)	48 lb	4	7	3-4	Skull	-7	2	Tired: 3
Health (HT): 11	Medium (2)	72 lb	3	6	5	Face	-5	0	Collapse: 0
Will: 12	Heavy (3)	144 lb	2	5	6-7	R. Leg	-2	0	Unconscious: -11
Fright Check: 12	X-Heavy (4)	240 lb	1	4	8	R. Arm	-2	0	Current HP: _____
Basic Speed: 5.25	Lifting & Moving Things				9-10	Torso	0	0	Basic HP: 11
Basic Move: 5	Basic Lift:			24 lb	11	Groin	-3	0	Reeling: 3
Perception: 12	One-Handed Lift:			48 lb	12	L. Arm	-2	0	Collapse: 0
Vision: 12	Two-Handed Lift:			192 lb	13-14	L. Leg	-2	0	Check #1: -11
Hearing: 12	Shove & Knock Over:			288 lb	15	Hand	-4	0	Check #2: -22
Taste & Smell: 12	Running Shove & Knock Over:			576 lb	16	Foot	-4	0	Check #3: -33
Touch: 12	Carry On Back:			360 lb	17-18	Neck	-5	0	Check #4: -44
thr. 1d-1 sw. 1d+1	Shift Slightly:			1,200 lb	-	Vitals	-3	0	Dead: -55

Advantages & Disadvantages	Pts	Ref	Skills				SL	RSL	Pts	Ref
Advantages			Alchemy/TL3	11	IQ-1	4	B174			
Eidetic Memory	5	B51	Animal Handling (Equines)	11	IQ-1	1	B175			
Magery 1	15	B66	Area Knowledge (Auburn)	12	IQ+0	1	B176			
Talent (Green Thumb) 1	5	B90	Biology/TL3 (Earthlike)	12	IQ-1	4	B180			
Talent (Healer) 1	10	B90	Brawling	12	DX+2	4	B182			
Disadvantages			Diagnosis/TL3	13	IQ+0	4	B187			
Bad Temper	-10	B124	First Aid/TL3	14	IQ+1	3	B195			
CR: 12 (Quite Often).			Herb Lore/TL3	13	IQ+0	8	B199			
Insomniac (Mild)	-10	B140	Knife	13	DX+3	8	B208			
GM secretly rolls 3d for the number of days between episodes			Naturalist/TL3 (Earthlike)	13	IQ+0	4	B211			
Pyromania	-5	B150	Pharmacy/TL3 (Herbal)	13	IQ+0	4	B213			
CR: 12 (Quite Often).			Physician/TL3	12	IQ-1	2	B213			
Workaholic	-5	B162	Physiology/TL3 (Human)	12	IQ-1	2	B213			
			Stealth	9	DX-1	1	B222			
			Surgery/TL3	12	IQ-1	4	B223			
			Thrown Weapon (Knife)	12	DX+2	4	B226			
			Wrestling	11	DX+1	4	B228			

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Alertness	Regular Mind Control	2/pt increase Half	1 sec 10 min	12	IQ-1	4	M133
Clumsiness	Regular Body Control	1-5 Half	1 sec 1 min	11	IQ-2	1	M36
Counterspell	Regular Meta	Half countered spell	5 sec Instant	11	IQ-2	1	M121
Daze	Regular Mind Control	3 2	2 sec 1 min	11	IQ-2	1	M134
Drunkenness	Regular Mind Control	1/pt of IQ & DX loss Half	2 sec 1 min	11	IQ-2	1	M136

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Find Direction	Info Knowledge	2 -	1 sec Instant	11	IQ-2	1	M101
Foolishness	Regular Mind Control	1-5 Half	1 sec 1 min	11	IQ-2	1	M134
Identify Plant	Info Plant	2 -	1 sec Instant	13	IQ+0	4	M161
Itch	Regular Body Control	2 -	1 sec Until scratched	11	IQ-2	1	M35
Keen Hearing	Regular Mind Control/Sound	1 Half	1 sec 30 min	14	IQ+1	8	M133
Keen Vision	Regular Mind Control	1/pt increase Half	1 sec 30 min	14	IQ+1	8	M133
Memorize	Regular Knowledge/Mind Control	3 -	2 sec 1 day	13	IQ+0	4	M105
Remember Path	Regular Knowledge	3 1	10 sec 1 hr	14	IQ+1	8	M107
Seek Plant	Info Plant	2 -	1 sec Instant	13	IQ+0	4	M161
Spasm	Regular Body Control	2 -	1 sec Instant	11	IQ-2	1	M35
Wisdom	Regular Mind Control	4/pt of IQ Same	1 sec 1 min	12	IQ-1	2	M135

Melee Weapons	Usage	Lvl	Party	Block	Damage	Reach	ST
Dagger	Thrust	13	8	No	1d-2 imp	C	5
Large Knife	Swung	13	8	No	1d-1 cut	C,1	6
Large Knife	Thrust	13	8	No	1d-1 imp	C	6
Natural	Kick	10	No		1d cr	C,1	
Natural	Kick w/Boots	10	No		1d+1 cr	C,1	
Natural	Punch	12	9		1d-1 cr	C	
Small Knife	Swung	13	8	No	1d-2 cut	C,1	5
Small Knife	Thrust	13	8	No	1d-2 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Dagger	Thrown	12	+0	1d-2 imp	5/11	1	T(1)	-1		5
Large Knife	Thrown	12	+0	1d-1 imp	8/16	1	T(1)	-2		6
Small Knife	Thrown	12	+0	1d-2 imp	5/11	1	T(1)	-1		5

Equipment (1.75 lb; \$90)	?	#	\$	Lb	\$	Lb	Ref
Dagger	E	1	20	0.25	20	0.25	B272
Large Knife	E	1	40	1	40	1	B272
Small Knife	E	1	30	0.5	30	0.5	B272

Notes