

Portrait 	Identity		Player Information		580 Points	
	Name: Michael Lee (aka Doolish Lóegaire)		Player: Image		Race: 0	
	Title: Captain of Hyperion		Campaign: Darkstar		Attributes: 200	
Religion: Celtic Druid/Sage (Cernunnos)		Created On: Aug 18, 2008		Advantages: 245		
Description						
Race: Human		Height: 5' 7"		Hair: Black, Wavy, Medium		
Gender: Male		Weight: 140 lb		Eyes: Blue		
Age: ??		Size: + 0		Skin: Pale, Freckled		
Birthday: September 21		TL: 11		Hand: Right		
Disadvantages: -50		Quirks: 0		Skills: 179		Spells: 0
Earned: 6						

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST):	12	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:	
Dexterity (DX):	12	• None (0)	29 lb	6	10	-	Eye	-9	6	Basic FP:	12
Intelligence (IQ):	17	Light (1)	58 lb	4	9	3-4	Skull	-7	8	Tired:	3
Health (HT):	12	Medium (2)	87 lb	3	8	5	Face	-5	6	Collapse:	0
Will:	15	Heavy (3)	174 lb	2	7	6-7	R. Leg	-2	11	Unconscious:	-12
Fright Check:	17	X-Heavy (4)	290 lb	1	6	8	R. Arm	-2	11	Current HP:	
Basic Speed:	6	Lifting & Moving Things				9-10	Torso	0	11	Basic HP:	12
Basic Move:	6	Basic Lift: 29 lb				11	Groin	-3	11	Reeling:	3
Perception:	15	One-Handed Lift: 58 lb				12	L. Arm	-2	11	Collapse:	0
Vision:	15	Two-Handed Lift: 232 lb				13-14	L. Leg	-2	11	Check #1:	-12
Hearing:	15	Shove & Knock Over: 348 lb				15	Hand	-4	6	Check #2:	-24
Taste & Smell:	15	Running Shove & Knock Over: 696 lb				16	Foot	-4	15	Check #3:	-36
Touch:	15	Carry On Back: 435 lb				17-18	Neck	-5	11	Check #4:	-48
thr: 1d-1	sw: 1d+2	Shift Slightly: 1,450 lb				-	Vitals	-3	11	Dead:	-60

Advantages & Disadvantages		Pts	Ref	Skills				SL	RSL	Pts	Ref
Cultural Familiarity (Spacer)		1	B23	Dreaming				13	Will-2	1	B188
Ollave		120		Mind Block				14	Will-1	1	B210
Clerical Investment		5	B43	Sage							
Mana Enhancer 1		50	B68	Area Knowledge (Galaxy)				17	IQ+0	1	B176
Ritual Magery 6		65	B66	Default: Geography/TL11 (Physical, Earthlike) - 3 -2 penalty for sector information, -4 penalty for planet, -8 for large nation...							
Personal		14		Archaeology				17	IQ+0	1	B176
Combat Reflexes		15	B43	Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)							
High TL 8		40	B23	Current Affairs/TL11 (Headline News)				17	IQ+0	1	B186
Patron		5	B72	Default: Research/TL11 - 4							
Prometheans, +10; Appears quite rarely (6-), x0.5; Equipment (Prometheans), +50%; Highly Accessible, +50%; Minimal Interventions, -50%; Secret, -50%.				Expert Skill (Natural Philosophy)				17	IQ+0	1	B193
Signature Gear (Shillelagh) 3		3	B85	Geography/TL11 (Physical, Earthlike)				17	IQ+0	1	B198
Gear is worth (starting wealth)/10 per level - \$22,500 at TL11				Geography/TL11 (Political)				12	IQ-5	0	B198
Teamwork (Team)		1	MA52	Default: Geography/TL11 (Physical, Earthlike) - 5							
Let you work in a team action				Heraldry				18	IQ+1	1	B199
Enemy (The Cabal)		-20	B135	Hidden Lore (Conspiracy Theories)				18	IQ+1	1	B199
Appears quite rarely (6-), x0.5; Utterly Formidable Group, -40.				History (Recent Corporate Sector)				17	IQ+0	1	B200
Pacifism: Cannot Harm Innocents		-10	B148	History (Recent Federation Sector)				17	IQ+0	1	B200
Adventuring Companions				History (Recent Old Frontiers Sector)				17	IQ+0	1	B200
Sense of Duty		-5	B153	History (Recent Phoenix Sector)				17	IQ+0	1	B200
Weirdness Magnet		-15	B161	History (Recent Saga Sector)				17	IQ+0	1	B200
Sage		60		History (Recent Terran Sector)				17	IQ+0	1	B200
Absolute Direction		10	B34								
3D Spatial Sense, +5.											

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Language Talent	10	B65	History (Things Man Was Not Meant To Know)	13	IQ-4	0	B200
▼ Languages	20		Literature	17	IQ+0	1	B205
Language: Ancient Oghan Written (Native), +2. With Language Talent	2	B24	Occultism	18	IQ+1	1	B212
Language: Avondale East (French-English) Spoken (Native), +2; Written (Native), +2. With Language Talent	4	B24	Research/TL11 Default: Writing - 3	18	IQ+1	1	B217
Language: Avondale West (Spanish-English) Spoken (Native), +2; Written (Native), +2. With Language Talent	4	B24	Writing	16	IQ-1	1	B228
Language: Common (Diskordia, i.e. English) Spoken (Native), +2; Written (Native), +2. With Language Talent	4	B24	▼ For Other Realms				
Language: Common (Interstellar) default from Diskordia Common, -2; Spoken (Native), +2; Written (Native), +2. With Language Talent	2	B24	Area Knowledge (Wildwood)	17	IQ+0	1	B176
Language: Gaelic Native, -4; Spoken (Native), +2; Written (Native), +2. With Language Talent	0	B24	Geography/TL5 (Regional-Diskordia)	17	IQ+0	1	B198
Language: Latin Spoken (Native), +2; Written (Native), +2. With Language Talent	4	B24	Hidden Lore (Dwarves)	18	IQ+1	1	B199
Talent (Sage) 2 Alternate Benefit (Bonus to IQ defaults to non-covered skills for general knowledge only), +0%.	20	F132,PU3:15	Hidden Lore (Faerie Lore)	18	IQ+1	1	B199
			Hidden Lore (Elves)	18	IQ+1	1	B199
			History (Avondale)	17	IQ+0	1	B200
			History (Eire)	17	IQ+0	1	B200
			Law (Avondale International)	17	IQ+0	1	B204
			Philosophy (Rangers)	17	IQ+0	1	B213
			Theology (Manni)	17	IQ+0	1	B226
			Theology (White Brotherhood)	17	IQ+0	1	B226
			▼ Survey				SS5
			Anthropology (Human) Default: Paleontology/TL11 (Paleoanthropology) - 2	13	IQ-4	0	B175
			Astronomy/TL11	15	IQ-2	1	B179
			Bioengineering/TL11 (Genetic Engineering) Default: Biology/TL11 (Earthlike) - 5	9	IQ-8	0	B180
			Biology/TL11 (Earthlike)	14	IQ-3	1	B180
			Biology/TL11 (Entomology) an optional specialty (change VH -> H when bought)	11	IQ-6	0	B180
			Chemistry/TL11	15	IQ-2	1	B183
			Economics	11	IQ-6	0	B189
			Electronics Operation/TL11 (Scientific)	16	IQ-1	1	B189
			Electronics Operation/TL11 (Sensors)	16	IQ-1	1	B189
			Meteorology/TL11 (Earthlike)	16	IQ-1	1	B209
			Geology/TL11 (Earthlike) Default: Geography/TL11 (Physical, Earthlike) - 4	11	IQ-6	0	B198
			Hazardous Materials/TL11 (Nuclear)	12	IQ-5	0	B199
			Physics/TL11	14	IQ-3	1	B213
			Paleontology/TL11 (Paleoanthropology) Default: Biology/TL11 (Earthlike) - 4	15	IQ-2	1	B212
			Professional Skill (Surveyor)	12	IQ-5	0	B215
			Sociology	11	IQ-6	0	B221

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			▼ Pilot				
			Computer Operation/TL11	17	IQ+0	1	B184
			Electronics Operation/TL11 (Communications)	16	IQ-1	1	B189
			Electronics Operation/TL11 (Electronic Warfare)	16	IQ-1	1	B189
			Engineer/TL11 (Electronics)	15	IQ-2	1	B190
			Free Fall	13	DX+1	1	B197
			Freight Handling/TL11	16	IQ-1	1	B197
			Leadership	16	IQ-1	1	B204
			Mathematics/TL11 (Applied)	15	IQ-2	1	B207
			Navigation/TL12 (Space) Default: Navigation/TL12 (Hyperspace) - 5	18	IQ+1	1	B211
			Navigation/TL12 (Hyperspace) Default: Astronomy/TL11 - 4	18	IQ+1	1	B211
			Piloting/TL12 (Aerospace) first +1 to DX or IQ will not increase skill	13	DX+1	1	B214
			Piloting/TL12 (Contragravity) first +1 to DX or IQ will not increase skill	13	DX+1	1	B214
			Piloting/TL12 (High-Performance Spacraft)	14	DX+2	4	B214
			Piloting/TL12 (Vertol) first +1 to DX or IQ will not increase skill	13	DX+1	1	B214
			Shiphandling/TL12 (Starship) Default: Spacer/TL12 - 5	15	IQ-2	1	B220
			Spacer/TL12	17	IQ+0	1	B185
			Vacc Suit/TL11	11	DX-1	1	B192
			▼ Action				
			Axe/Mace	14	DX+2	8	B208
			Beam Weapons/TL11 (Pistol)	12	DX+0	1	B179
			Body Sense	13	DX+1	1	B181
			Bow	11	DX-1	1	B182
			Boxing	12	DX+0	2	B182
			Broadsword Default: Shortsword - 2	11	DX-1	1	B208
			Fast-Draw (Space Axe)	13	DX+1	1	B194
			Innate Attack (Beam)	12	DX+0	1	B201
			Knife Default: Shortsword - 3	12	DX+0	1	B208
			Liquid Projector/TL11 (Sprayer)	12	DX+0	1	B205
			Shortsword	11	DX-1	1	B209
			Staff	11	DX-1	1	B208
			Tactics	15	IQ-2	1	B224
			Wrestling	13	DX+1	4	B228
			▼ Adventure				

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Climbing modified by encumbrance	11	DX-1	1	B183
			Diplomacy	16	IQ-1	2	B187
			First Aid/TL5	18	IQ+1	2	B195
			Hiking includes +5 from Assault Boots	16	HT+4	1	UT173
			Knot-Tying	12	DX+0	1	B203
			Observation	14	Per-1	1	B211
			Search	14	Per-1	1	B219
			Stealth modified by encumbrance	12	DX+0	1	B222
			Survival (Woodlands) Default: Naturalist/TL3 (Earthlike) - 3	15	Per+0	2	B223
			Tracking Default: Naturalist/TL3 (Earthlike) - 5	14	Per-1	1	B226
			Cartographer				
			Artist (Body Art)	11	IQ-6	0	B179
			Artist (Calligraphy)	11	IQ-6	0	B179
			Artist (Drawing)	11	IQ-6	0	B179
			Artist (Illumination)	11	IQ-6	0	B179
			Artist (Painting)	11	IQ-6	0	B179
			Cartography/TL5 Default: Geography/TL11 (Physical, Earthlike) - 2	16	IQ-1	1	B183
			Cartography/TL11 Default: Geography/TL11 (Physical, Earthlike) - 2	16	IQ-1	1	B183
			Mathematics/TL11 (Surveying) Default: Navigation/TL5 (Land) - 4	16	IQ-1	1	B207
			Navigation/TL5 (Land)	19	IQ+2	1	B211
			Druid				
			Herb Lore/TL3	14	IQ-3	1	B199
			Law (Irish)	17	IQ+0	1	B204
			Naturalist/TL3 (Earthlike)	16	IQ-1	1	B211
			Religious Ritual (Celtic)	15	IQ-2	1	B217
			Theology (Druid)	17	IQ+0	1	B226
			Background				
			Area Knowledge (Eire)	17	IQ+0	1	B176
			Cooking	16	IQ-1	1	B185
			Professional Skill (Tanning)	16	IQ-1	1	B215
			Riding (Equine)	12	DX+0	2	B217
			Swimming modified by encumbrance	12	HT+0	1	B224
			Ritual Magic				T72
			Thaumatology	23	IQ+6	8	B225
			Body Control				M35
			College (Body Control) Default: Thaumatology - 6	23	IQ+6	8	M35

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Itch (College (Body Control)) Default: College (Body Control)	23	+ 0	0	M35
			Spasm (College (Body Control)) Default: College (Body Control) - 1	23	+ 0	2	M35
			Stike Blind (College (Body Control)) Default: College (Body Control) - 4	23	+ 0	5	M38
			▼ Communication				M44
			College (Communication) Default: Thaumatology - 6	20	IQ+3	1	M44
			Sense Foes (College (Communication)) Default: College (Communication)	20	+ 0	0	M44
			▼ Fire				M72
			College (Fire) Default: Thaumatology - 6	20	IQ+3	1	M72
			Ignite Fire (College (Fire)) Default: College (Fire)	20	+ 0	0	M72
			▼ Light and Darkness				M110
			College (Light and Darkness) Default: Thaumatology - 6	23	IQ+6	8	B218
			Light (College (Light and Darkness)) Default: College (Light and Darkness)	23	+ 0	0	M110
			Continual Light (College (Light and Darkness)) Default: College (Light and Darkness) - 1	23	+ 0	2	M110
			Darkness (College (Light and Darkness)) Default: College (Light and Darkness) - 2	23	+ 0	3	M111
			▼ Meta				M121
			College (Meta) Default: Thaumatology - 6	20	IQ+3	1	M161
			▼ Plant				M161
			College (Plant) Default: Ritual Magic - 6	20	IQ+3	1	M161
			Seek Plant (College (Plant)) Default: College (Plant)	20	+ 0	0	M161
			▼ Water				M184
			College (Water) Default: Ritual Magic - 6	23	IQ+6	8	B218
			Seek Water (College (Water)) Default: College (Water)	23	+ 0	0	M184
			Purify Water (College (Water)) Default: College (Water) - 1	23	+ 0	2	M184
			Create Water (College (Water)) Default: College (Water) - 2	23	+ 0	3	M184

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Destroy Water (College (Water)) Default: College (Water) - 3	23	+ 0	4	M185
			Shape Water (College (Water)) Default: College (Water) - 3	23	+ 0	4	M185
			Dehydrate (College (Water)) Default: College (Water) - 5	23	+ 0	6	M185
			▼ Weather				M193
			College (Weather) Default: Thaumatology - 6	20	IQ+3	1	M193
			Lightning (College (Weather)) Default: College (Weather) - 6	14	- 6	0	M185

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ Spell							

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	10	No		1d-1 cr	C,1	
Natural	Kick w/Boots	10	No		1d cr	C,1	
Natural	Punch	12	10		1d-2 cr	C	
Space Axe monowire axe/electric pick	linked w Pick	0			2d burn		
Space Axe monowire axe/electric pick	linked w Pick	0			HT-6(0.5) aff		
Space Axe monowire axe/electric pick	Swung	14	11U	No	1d+3 imp	1	10
Space Axe monowire axe/electric pick	Swung	14	11U	No	2d+2 cut(10)	1	11

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Holdout Laser B/22 shots		12	3	2d(2) burn	100/300	10	22(3)	- 1	1	3
Sonic Stunner B/22 shots.		12	1	HT-2(5) aff	10/30	1	22(3)	- 1	1	3
Vortex Pistol		12	2	spec. (1 yd.)	15	1	5(3)	- 2	1	7
Vortex Pistol	Linked	0		1d-3 cr dkb						

Equipment (20.65 lb; \$14,309)	? #	\$	W	\$	W	Ref
Space Axe monowire axe/electric pick	E 1	50	4 lb	50	4 lb	B271
Holdout Laser B/22 shots	E 1	300	0.35 lb	300	0.35 lb	UT115
B cell	E 4	3	0.05 lb	12	0.2 lb	UT19
▼ Belt	E 1	30	0 lb	255	2.1 lb	HT31
Vortex Pistol	E 1	100	1.8 lb	100	1.8 lb	UT134
Sleep Gas HT-6 or unconsciousness or MoF minutes	E 10	0.5	0 lb	5	0 lb	UT160
Paralysis Gas HT-6 or paralyzed for MoF minutes (1 turn for MoF 1-2, 1d dmg & coma for MoF crit fail)	E 0	10	0 lb	0	0 lb	UT160
Sonic Stunner B/22 shots.	E 1	120	0.3 lb	120	0.3 lb	UT126
Bioplas Bodysuit DR+10 vs. piercing and cutting. Flexible.	E 1	1,800	3 lb	1,800	3 lb	UT174
Nanoweave Suit DR+12 vs. piercing and cutting. Flexible.	E 1	1,200	8 lb	1,200	8 lb	UT172
Assault Boots DR+9 vs. piercing and cutting.	E 1	150	3 lb	150	3 lb	UT173

Equipment (20.65 lb; \$14,309)		?	#	\$	W	\$	W	Ref
Compound Longbow	-	1	400	3 lb	400	3 lb		B275 HT201
+2 ST (12 -> 14) to damage, range; x2 cost already factored in								
Quiver, shoulder	-	1	10	0.5 lb	34	1.7 lb		
Holds 12 arrows								
Arrow	-	12	2	0.1 lb	24	1.2 lb		B276
Blackthorn Shillelagh	-	1	0	0 lb	8,050	2 lb		
Wishlist: Accuracy-250, Puissance-250, powerstone								
Knobbed Club	-	1	8,050	2 lb	8,050	2 lb		MA226
w/ Leather Lanyard [B289] and Staff [M70] and Shatterproof [M118]								
Stored	-	1	0	0 lb	2,058	45.9 lb		
Backpack, Small	-	1	60	3 lb	934	28.95 lb		HT54
Holds 50lbs.								
Doctor's Bag	-	1	200	10 lb	440	10.45 lb		HT221
Ointment: Healing	-	1	120	0.2 lb	120	0.2 lb		M217
Herb Lore -1, cost to me only \$25 and 1 week								
Potion: Health	-	0	750	0.25 lb	0	0 lb		M217
Herb Lore -2, cost to me only \$100 and 4 weeks								
Potion: Healing	-	1	120	0.25 lb	120	0.25 lb		M217
gift from Witch Town (value/weight is a guess)								
Traveler's Rations	-	7	2	0.5 lb	14	3.5 lb		B288
One meal normally-party mage converts to 0.5lb/day								
Ordinary Clothes	-	3	120	4 lb	360	12 lb		HT63-65
Undergarments, Shirt, Trousers, Shoes								
Map of Greendread	-	1	30	0 lb	30	0 lb		HT53
Created by Doolish								
Map of Razorback Mountains near Ward Town	-	1	30	0 lb	30	0 lb		HT53
Created by Doolish; +2 to Navigation through Razorback Hills								
Pouch, Small	-	1	10	0.5 lb	10	0.5 lb		B288
Armor	-	1	0	0 lb	190	13 lb		
Leather Jacket	-	1	50	4 lb	50	4 lb		B283
Leather Pants	-	1	40	3 lb	40	3 lb		B283
Boots, High	-	1	100	6 lb	100	6 lb		HT68
Flexible. 3/6 coverage to legs.								
Arrow	-	12	2	0.1 lb	24	1.2 lb		B276
Reflex Bow	-	1	900	2.25 lb	900	2.25 lb		LT76

Notes

HYPERION

Dark Horse class survey/reconnaissance vessel

Port of Registry: Center (Corporate Sector)

Class 2 Commercial Permit for Federation Space (given to us by Capt. Lukshenko for assistance while on Regalia).

We can also waive the taxes when flying through Federation space.

DOOLISH

Using Ultra Tech and Bio Tech to increase Doolish to a 500 point character.

+30-High TL 8 from 2

5-Patron (Prometheans)

-5-Enemy (Cabal) formidable

-1-drop Citizen perk

+40-IQ 17 from 15

+5-3D Spatial Sense from A.D.

Tech-Level Modifiers for the *many* skills I learned in a DreamChamber skills are on B168.

My Herb Lore reduces the cost of Healing Ointment and Health Poitions considerably.

Healing Ointment savings is \$95@ and Health Potion savings is \$650@.

I generally keep 4 Healing Ointments and 1 Health Potion in my First Aid Kit.

Notes (continued)

This means the total cost--to me--of my equipment needs to be reduced by \$1220.

Magic system is Ritual Magery.

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PILOTING SKILLS

Piloting/TL12 DX/A

- 11: RLS DX-1 from IQ-6 default
- 12: RSL DX by spending 1 pt
- 13: RSL DX+1 from 3D: Spatial Sense

How old am I now???