

Portrait	Identity	Player Information	213 Points
	Name: <b>Santo Rieck</b>	Player: <b>Captain Joy</b>	Race: <b>0</b>
	Title: <b>Father</b>	Campaign: <b>Technomancer</b>	Attributes: <b>101</b>
	Religion: <b>Roman Catholic</b>	Created On: <b>Dec 23, 2016</b>	Advantages: <b>86</b>
<b>Description</b>			Disadvantages: <b>-30</b>
Race: <b>Human</b>	Height: <b>5' 10"</b>	Hair: <b>Brown, Straight, Short</b>	Quirks: <b>-5</b>
Gender: <b>Male</b>	Weight: <b>126 lb</b>	Eyes: <b>Brown</b>	Skills: <b>43</b>
Age: <b>26</b>	Size: <b>+0</b>	Skin: <b>Tan</b>	Spells: <b>18</b>
Birthday: <b>April 13</b>	TL: <b>8</b>	Hand: <b>Left</b>	Unspent: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>10</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>10</b>	None (0) 20 lb 5 8	- Eye -9 0	Basic FP: <b>13</b>
Intelligence (IQ): <b>15</b>	• Light (1) 40 lb 4 7	3-4 Skull -7 2	Tired: <b>4</b>
Health (HT): <b>11</b>	Medium (2) 60 lb 3 6	5 Face -5 0	Collapse: <b>0</b>
Will: <b>14</b>	Heavy (3) 120 lb 2 5	6-7 Right Leg -2 2	Unconscious: <b>-13</b>
Fright Check: <b>15</b>	X-Heavy (4) 200 lb 1 4	8 Right Arm -2 0	Current HP: _____
Basic Speed: <b>5.25</b>	<b>Lifting &amp; Moving Things</b>	9-10 Torso 0 5	Basic HP: <b>10</b>
Basic Move: <b>5</b>	Basic Lift: 20 lb	11 Groin -3 0	Reeling: <b>3</b>
Perception: <b>13</b>	One-Handed Lift: 40 lb	12 Left Arm -2 0	Collapse: <b>0</b>
Vision: <b>13</b>	Two-Handed Lift: 160 lb	13-14 Left Leg -2 2	Check #1: <b>-10</b>
Hearing: <b>13</b>	Shove & Knock Over: 240 lb	15 Hand -4 4	Check #2: <b>-20</b>
Taste & Smell: <b>13</b>	Running Shove & Knock Over: 480 lb	16 Foot -4 2	Check #3: <b>-30</b>
Touch: <b>13</b>	Carry On Back: 300 lb	17-18 Neck -5 0	Check #4: <b>-40</b>
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb	- Vitals -3 5	Dead: <b>-50</b>

Advantages & Disadvantages	Pts	Ref
<b>Cultural Familiarity (Anglo)</b> Native, -1.	<b>0</b>	<b>B23</b>
<b>Language: English</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	<b>0</b>	<b>B24</b>
<b>Signature Gear 10</b> Named Ancient Holy Symbol with 16 pt Power Stone (\$100,000)	<b>10</b>	<b>B85</b>
<b>Named Possession (Cross from Shrine of the Holy Relics)</b>	<b>1</b>	<b>PU2:19</b>
<b>Permit (Concealed Carry Permit)</b>	<b>1</b>	<b>PU2:18</b>
<b>Disciplined</b>	<b>-1</b>	<b>PU6:18</b>
<b>Epitome (Priest)</b>	<b>-1</b>	<b>PU6:14</b>
<b>Literal-Minded</b>	<b>-1</b>	<b>PU6:19</b>
<b>Minor Alcoholism</b>	<b>-1</b>	<b>PU6:29</b>
<b>Minor Addiction (Smokes Cigars)</b>	<b>-1</b>	<b>PU6:29</b>
<b>Religious Leader</b>	<b>44</b>	<b>TM86</b>
<b>Language: Latin</b> Spoken (Accented), +2; Written (Accented), +2.	<b>4</b>	<b>B24</b>
<b>Clerical Investment</b>	<b>5</b>	<b>B43</b>
<b>True Faith</b>	<b>15</b>	<b>B94</b>
<b>Charisma 2</b> +1/level to Influence rolls	<b>10</b>	<b>B41</b>
<b>Fearlessness 1</b>	<b>2</b>	<b>B55</b>
<b>Patron</b> Roman Catholic Church, +25; Appears quite rarely (6-), x0.5.	<b>13</b>	<b>B72</b>
<b>Magery 2</b>	<b>25</b>	<b>B66</b>
<b>Duty (Roman Catholic Church)</b> FR: 12, -10; Nonhazardous, +5.	<b>-5</b>	<b>B133</b>

Advantages & Disadvantages			Pts	Ref
<b>Sense of Duty</b> Coreligionists, -5.			- 5	B153
<b>Charitable</b> CR: 12 (Resist Quite Often).			- 15	B125
<b>Code of Honor (Professional)</b> keep church's interests foremost; respect priest-penitent privilege; be holy, virtuous, reliable, trustworthy, competent, etc.etc.			- 5	TM73

Skills			SL	RSL	Pts	Ref
▼ <b>Exorcist</b>					18	TM86
<b>Diplomacy</b> does NOT include +2 from Charisma	13	IQ-2	1		B187	
<b>Exorcism</b> Default: Religious Ritual (Roman Catholic) - 3 includes +2 from ancient holy symbol	16	Will+2	3		B193	
<b>Leadership</b> includes +2 from Charisma	16	IQ+1	1		B204	
<b>Meditation</b>	12	Will-2	1		B207	
<b>Psychology</b>	13	IQ-2	1		B216	
<b>Body Language</b> Default: Psychology - 4	9	Per-4	0		B181	
<b>Detect Lies</b> Default: Psychology - 4	9	Per-4	0		B187	
<b>Public Speaking</b> includes +2 from Charisma	16	IQ+1	1		B216	
<b>Religious Ritual (Roman Catholic)</b>	15	IQ+0	4		B217	
<b>Research/TL8</b>	14	IQ-1	1		B217	
<b>Teaching</b>	14	IQ-1	1		B224	
<b>Theology (Abrahamic)</b>	15	IQ+0	4		B226	
▼ <b>Fighter</b>					10	
<b>Boxing</b>	10	DX+0	2		B182	
<b>Fast-Draw (Pistol)</b> does NOT include -1 net penalty for Ithaca	10	DX+0	1		B194	
<b>Guns/TL8 (Shotgun)</b>	11	DX+1	2		B198	
<b>Holdout</b> does NOT include -1 net penalty for Ithaca: -3(bulk) +1(holster) +1(clothes)	14	IQ-1	1		B200	
<b>Shortsword</b>	10	DX+0	2		B209	
<b>Wrestling</b>	10	DX+0	2		B228	
▼ <b>Utility Man</b>					15	
<b>Area Knowledge (Kansas City; Lived there)</b> All important businesses, streets, citizens, leaders, etc.	15	IQ+0	1		B176	
<b>Climbing</b> includes encumbrance penalty	8	DX-1	1		B183	
<b>Computer Operation/TL8</b>	15	IQ+0	1		B184	
<b>Current Affairs/TL8 (Regional)</b>	15	IQ+0	1		B186	
<b>Driving/TL8 (Automobile)</b>	10	DX+0	1		B188	
<b>Electronics Operation/TL8 (Security)</b>	14	IQ-1	1		B189	
<b>Electronics Repair/TL8 (Security)</b> Default: Electronics Operation/TL8 (Security) - 3	14	IQ-1	1		B190	
<b>Engineer/TL8 (Electronics)</b> Default: Electronics Repair/TL8 (Security) - 6	13	IQ-2	1		B190	

Skills	SL	RSL	Pts	Ref
<b>First Aid/TL8</b>	15	IQ+0	1	B195
<b>Hiking</b>	10	HT-1	1	B200
<b>Mathematics/TL8 (Applied)</b>	13	IQ-2	1	B207
<b>Mechanic/TL8 (Automobile)</b>	14	IQ-1	1	B207
<b>Piloting/TL8 (Carpet)</b>	10	DX+0	1	TM26
<b>Stealth</b> includes encumbrance penalty	9	DX+0	1	B222
<b>Swimming</b> includes encumbrance penalty	9	HT+0	1	B224

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Communication and Empathy</b>						9	TM86
<b>Control Person</b> Resisted by Will	<b>Regular</b> Communication & Empathy	<b>6</b> 3	<b>10 sec</b> 1 min	15	IQ+0	1	M49
<b>Dispel Possession</b> Resisted by spell on subject	<b>Regular</b> Communication & Empathy	<b>10</b> -	<b>10 sec</b> Instant	15	IQ+0	1	M49
<b>Hide Thoughts</b> Quick Contest against this spell	<b>Regular</b> Communication & Empathy	<b>3</b> 1	<b>1 sec</b> 10 min	15	IQ+0	1	M46
<b>Mind-Reading</b> Resisted by Will	<b>Regular</b> Communication & Empathy	<b>4</b> 2	<b>10 sec</b> 1 min	15	IQ+0	1	M46
<b>Possession</b> Resisted by Will	<b>Regular</b> Communication & Empathy	<b>10</b> 4	<b>1 min</b> 1 min	14	IQ-1	1	M49
<b>Sense Emotion</b>	<b>Regular</b> Communication & Empathy	<b>2</b> -	<b>1 sec</b> Instant	15	IQ+0	1	M45
<b>Sense Foes</b>	<b>Info/Area</b> Communication & Empathy	<b>1/area,</b> <b>min 2</b> -	<b>1 sec</b> Instant	15	IQ+0	1	M44
<b>Soul Rider</b> Resisted by Will	<b>Regular</b> Communication & Empathy	<b>5</b> 2	<b>3 sec</b> 1 min	15	IQ+0	1	M49
<b>Truthsayer</b> Resisted by Will	<b>Info</b> Communication & Empathy	<b>2</b> -	<b>1 sec</b> Instant	15	IQ+0	1	M45
<b>Healing</b>						2	
<b>Lend Energy</b> 1FP/1FP (casting cost is not reduced by high skill)	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Permanent	15	IQ+0	1	M89
<b>Lend Vitality</b> 1HP/1FP (casting cost is not reduced by high skill)	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> 1 hour	15	IQ+0	1	M89
<b>Mind Control</b>						2	M133
<b>Foolishness</b> Resisted by Will	<b>Regular</b> Mind Control	<b>1 - 5</b> Half	<b>1 sec</b> 1 min	15	IQ+0	1	M134
<b>Daze</b> Resisted by HT	<b>Regular</b> Mind Control	<b>3</b> 2	<b>2 sec</b> 1 min	15	IQ+0	1	M134
<b>Necromantic</b>						5	
<b>Death Vision</b>	<b>Regular</b> Necromancy	<b>2</b> -	<b>3 sec</b> 1 sec	15	IQ+0	1	M149

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Final Rest</b>	<b>Regular</b> Healing/Necromancy	<b>20</b> -	<b>10 min</b> Permanent	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>M89</b>
<b>Summon Spirit</b> Resisted by spirit's Will	<b>Info</b> Necromancy	<b>20</b> 10	<b>5 min</b> 1 min	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>M150</b>
<b>Turn Zombie</b> 1d injury; 1 in 6 flees	<b>Area</b> Necromancy	<b>2</b> -	<b>4 sec</b> Turned undead will avoid caster for 1 day	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>M152</b>
<b>Zombie</b>	<b>Regular</b> Necromancy	<b>8</b> -	<b>1 min</b> until destroyed	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>M151</b>
<b>Wishlist – Holy Spells</b>						<b>0</b>	<b>M200</b>
<b>Bless</b>	<b>Regular</b> Meta	<b>10/50/500</b> -	<b>min=cost</b> Varies	-	-	<b>0</b>	<b>M129</b>
<b>Monk's Banquet</b>	<b>Regular</b> Food	<b>6</b> -	<b>1 sec</b> 24 hrs	-	-	<b>0</b>	<b>M79</b>
<b>Vigil</b>	<b>Regular</b> Mind Control	<b>8</b> -	<b>1 sec</b> 1 night	-	-	<b>0</b>	<b>M138</b>

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Ithaca Auto &amp; Burglar, 20G 2.5"</b>	<b>Buckshot</b>	<b>11</b>	<b>2</b>	<b>1d pi</b>	<b>40/800</b>	<b>2x7</b>	<b>2(3i)</b>	<b>- 3</b>	<b>1</b>	<b>9†</b>
<b>Ithaca Auto &amp; Burglar, 20G 2.5"</b>	<b>Close Range (target DR is x3)</b>	<b>11</b>	<b>2</b>	<b>3d pi</b>	<b>3/3</b>	<b>2</b>	<b>2(3i)</b>	<b>- 3</b>	<b>1</b>	<b>9†</b>
<b>Ithaca Auto &amp; Burglar, 20G 2.5"</b>	<b>One-Handed</b>	<b>10</b>								<b>11</b>
<b>Ithaca Auto &amp; Burglar, 20G 2.5"</b>	<b>Rifled Slug</b>	<b>11</b>	<b>3</b>	<b>4d pi++</b>	<b>100/1200</b>	<b>2</b>	<b>2(3i)</b>	<b>- 3</b>	<b>5</b>	<b>9†</b>
<b>Street Sweeper, 12G 2.75"</b> U.S. variant of Armsel Stiker	<b>Buckshot</b>	<b>10</b>	<b>3</b>	<b>1d+1 pi</b>	<b>40/800</b>	<b>3x9</b>	<b>12(5i)</b>	<b>- 5 *</b>	<b>1</b>	<b>11†</b>
<b>Street Sweeper, 12G 2.75"</b> U.S. variant of Armsel Stiker	<b>Close Range (target DR is x4)</b>	<b>10</b>	<b>3</b>	<b>5d</b>	<b>3/3</b>	<b>3</b>	<b>12(5i)</b>	<b>- 5 *</b>	<b>1</b>	<b>11†</b>
<b>Street Sweeper, 12G 2.75"</b> U.S. variant of Armsel Stiker	<b>Rifled Slug</b>	<b>10</b>	<b>4</b>	<b>5d pi++</b>	<b>100/1200</b>	<b>3</b>	<b>12(5i)</b>	<b>- 5 *</b>	<b>4</b>	<b>11†</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Cutlass</b> DR 4 to sword hand only	<b>Hilt Punch</b>	<b>10</b>	<b>8</b>		<b>1d-2 cr</b>	<b>C</b>	
<b>Cutlass</b> DR 4 to sword hand only	<b>Swung</b>	<b>10</b>	<b>8</b>	<b>No</b>	<b>1d cut</b>	<b>1</b>	<b>8</b>
<b>Cutlass</b> DR 4 to sword hand only	<b>Thrust</b>	<b>10</b>	<b>8</b>	<b>No</b>	<b>1d-2 imp</b>	<b>1</b>	<b>8</b>
<b>Holy Symbol, Ancient</b> Gives +2 in all Quick Contests against evil supernatural entities involving Exorcism, Mysticism abilities, etc., when brandished	<b>Holy Attack</b>	<b>9</b>			<b>1d</b>	<b>C</b>	
<b>Large Tactical Light</b> 100-yard beam. 4xXS/2hrs.	<b>Swung</b>	<b>10</b>	<b>8</b>	<b>No</b>	<b>1d cr</b>	<b>1</b>	<b>6</b>
<b>Large Tactical Light</b> 100-yard beam. 4xXS/2hrs.	<b>Thrust</b>	<b>10</b>	<b>8</b>	<b>No</b>	<b>1d-2 cr</b>	<b>1</b>	<b>6</b>
<b>Natural</b>	<b>Kick</b>	<b>8</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick w/Boots	8	No		1d-1 cr	C,1	
Natural		Punch	10	8		1d-3 cr	C	

#	?	Equipment (36.11767 lb; \$101,162.2)	\$	W	\$	W	Ref
1	E	▼ Holy Symbol – signature gear	0	0 lb	96,105	0.611 lb	
1	E	<b>Holy Symbol, Ancient</b> Gives +2 in all Quick Contests against evil supernatural entities involving Exorcism, Mysticism abilities, etc., when brandished	4,000	0.5 lb	4,000	0.5 lb	MH1:51,57
1	E	<b>16 pt Powerstone (charge: 16)</b> Cost x20 for TL8 (TM43)	92,000	0.006 lb	92,000	0.006 lb	M20
3	E	<b>Chain, silver, per foot</b>	35	0.035 lb	105	0.105 lb	LT38
1	E	▼ <b>Undercover Holster</b> -1 Fast-Draw (Long Arm), +1 Holdout.	125	1 lb	525	6 lb	HT154
1	E	<b>Ithaca Auto &amp; Burglar, 20G 2.5"</b>	400	5 lb	400	5 lb	HT104, 166, 173
4	E	<b>20-gauge 2.5" (15.56x63mmR)</b> Light cased. Shotshell.	0.4	0.07 lb	1.6	0.28 lb	HT176
4	E	<b>20-gauge 2.5" (15.56x63mmR)</b> Rifled Slug	0.4	0.07 lb	1.6	0.28 lb	HT166
1	E	<b>Concealable Vest</b> Flexible. DR12 vs. pi, cut.	1,000	2 lb	1,000	2 lb	HT66
1	E	<b>Clothing, Freeman (Status 0), Ordinary</b> Undercover: 5x cost, +1 (quality) to Holdout	600	1 lb	600	1 lb	HT64
1	E	<b>Boots, High</b> Flexible. 3/6 coverage to legs.	100	6 lb	100	6 lb	HT68
1	E	▼ <b>Patrol Sling</b> +1 Fast-Draw (Long Arm).	50	0.16667 lb	2,250	11.66667 lb	HT154
1	E	<b>Street Sweeper, 12G 2.75"</b> U.S. variant of Armsel Stiker	2,000	11 lb	2,000	11 lb	HT104, 106, 166, 173
1	E	<b>Large Tactical Light</b> 100-yard beam. 4xXS/2hrs.	200	0.5 lb	200	0.5 lb	HT52
1	E	▼ <b>Cartridge Bandoleer</b> Holds 50 rounds.	15	1 lb	39	6.28 lb	HT54
24	E	<b>12-gauge 2.75" (18.5x70mmR)</b> Light cased. Shotshell.	0.5	0.11 lb	12	2.64 lb	HT176
24	E	<b>12-gauge 2.75" (18.5x70mmR)</b> Rifled Slug	0.5	0.11 lb	12	2.64 lb	HT166
1	E	<b>Cutlass</b> DR 4 to sword hand only	300	2 lb	300	2 lb	B273
1	-	<b>Clothing, Summer, Freeman (Status 0)</b>	60	0.5 lb	60	0.5 lb	HT:63,65
1	-	<b>Clothing, Winter, Freeman (Status 0)</b>	180	2.5 lb	180	2.5 lb	HT:63,65

### Notes

#### ▼ Character Creation

#### DISADVANTAGE TOTALS (-50 MAX)

-15 in reduced Will and Per

-35 in Disadvantages and Quirks

#### QUESTIONS

Do I need the Rule of 17 perk for my Exorcism skill?

Notes

**WEALTH & STATUS**

TL8 Starting Wealth = \$20,000 (B27)  
Adventure Gear = \$20,000 x 20% = \$4,000 (B26)  
Cost of Living = \$600/month for Status 0

**WISHLIST**

Rule of 17 (Exorcism)

▼ **Weapons**

**ARMSEL STRIKER, 12G, 2.75" (HT106)**  
Bulk is -4 with the stock folded, but I generally don't fold it.

**ITHACA AUTO & BURGLAR, 20G 2.5" (HT105)**  
Lacks sling swivel (HT154).  
-1 Holdout net penalty: -3 weapon, +1 undercover holster, +1 undercover clothing  
-1 Fast-Draw Penalty for undercover holster

**ENCUMBRANCE**

Dropping the Street Sweeper and bandoleer of 12-gauge shells and slugs reduces my encumbrance from 1 to 0.  
Stealth becomes 10.  
Swimming becomes 11.

**MAGIC**

My FP:..... recovers 1 point/10 minutes  
Holy Symbol:... recharges 1 point/day in normal mana