



CHARACTER SHEET

Name Frapper McGuffin
Ht 5'6" Wt 220
Appearance

Player Jay
Size Modifier 0 Age

Point Total 255
Unspent Points -5

ST	12	[20]	HP	12	CURRENT	[0]
DX	14	[60]	Will	14		[0]
IQ	14	[80]	Per	14		[0]
HT	12	[20]	FP	12	CURRENT	[0]

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	29	BM x 1	6	Dodge	9
Light (1) = 2 x BL	58	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	87	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	174	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	290	BM x 0.2	1	Dodge - 4	5

TEMPLATES AND METATRAITS	
Cleric	[0]
ADVANTAGES AND PERKS	
Clerical Investment	[5]
Energy Reserve (Holy) 2	[6]
Extra DX 1	[20]
Hard to Subdue 1	[2]
Healer 1	[10]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities [0]
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PARRY	Reaction Modifiers
10 DX	Appearance: Status: +0 Other: +0
BLOCK 8 DX	Conditional: +1 from 'Clerical Investment', -2 from 'Weirdness Magnet' when sensed by anyone with spellcasting ability, +1 from 'Merchant' when buying or selling

SKILLS			
Name	Level	Relative Level	
Diagnosis	13	IQ-1	[1]
Includes: +1 from 'Healer'			
Esoteric Medicine (Holy)	15	Per+1	[4]
Includes: +1 from 'Healer'			
First Aid	11	IQ-3	[0]
Includes: +1 from 'Healer'			
Hidden Lore (Demons)	13	IQ-1	[1]
Hidden Lore (Magic Items)	13	IQ-1	[1]
Meditation	12	Will-2	[1]
Merchant	13	IQ-1	[1]
Observation	14	Per+0	[2]
Occultism	13	IQ-1	[1]
Religious Ritual	12	IQ-2	[1]
Search	14	Per+0	[2]
Staff	17	DX+3	[12]
Stealth	16	DX+2	[8]
Surgery	13	IQ-1	[2]
Includes: +1 from 'Healer'			
Survival (Desert)	13	Per-1	[1]
Theology	12	IQ-2	[1]
Writing	13	IQ-1	[1]
Spells			
Counterspell	12	IQ-2	[1]
Detect Poison (Clerical)	14	IQ+0	[1]
Dispel Magic (Clerical)	14	IQ+0	[1]
Magic Resistance (Clerical)	14	IQ+0	[1]
Major Healing (Clerical)	13	IQ-1	[1]
Minor Healing (Clerical)	14	IQ+0	[1]
Neutralize Poison (Clerical)	14	IQ+0	[1]
Sense Evil (Clerical)	14	IQ+0	[1]
Sense Life (Clerical)	14	IQ+0	[1]
Sense Spirit (Clerical)	14	IQ+0	[1]
Silence (Clerical)	14	IQ+0	[1]
Sunlight (Clerical)	14	IQ+0	[1]
Thunderclap (Clerical)	14	IQ+0	[1]

ADVANTAGES AND PERKS (continued)

Magery 0	[5]
Power Investiture 2	[20]
Resist Evil 2	[2]
Resistant to Disease 1	[1]
Signature Gear	[1]
Trademark Move (Face)	[1]

DISADVANTAGES AND QUIRKS

Compulsive Generosity (12)	[-5]
Selfless (12)	[-5]
Vow (No edged weapons)	[-10]
Vow (Vegetarianism)	[-5]
Wealth (Struggling)	[-10]
Weirdness Magnet	[-15]
Bashful	[-1]

Cost	Weight
125	4

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes
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Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Qty	Item	Location	Cost	Weight
1	Backpack, Frame		100	10
1	Blanket		20	4
1	Boots	feet	80	3
1	Climbing Spikes		400	4
1	Healer's Kit		200	10
1	Heavy Leather (Suit)	suit	450	36
1	Holy Symbol		50	1
1	Rope, 3/8" (per 10 yards)		5	1.5

Attributes/Secondary Characteristics	[180]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[73]
Disadvantages/Quirks	[-51]
Skills/Techniques	[53]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Quarterstaff						10	4
	Staff swing	1d+4 cr	1,2	17 (13)	7†			
	Staff thrust	1d+1 cr	1,2	17 (13)	7†			
	Sword swing	1d+4 cr	1,2	9 (7)	9†			
	Sword thrust	1d cr	2	9 (7)	9†			