



Name: Charles 'Charlie' Doyle  
 Race: Human  
 Appearance: A tall, dark-blond and well dressed englishman of good manners and sunny disposition. Always carries a quarter staff with him.

Player: Stefan Leuenberger  
 Ht: 1.87m Wt: 176 lbs Age: 31

Spent: 400  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 11 [ 10]	<b>HP</b> 15 [ 8]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 16 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 16 [ 120]	<b>Per</b> 16 [ 0]	<b>BL</b> 24 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1
<b>TL</b> 8 [ 0]	<b>SM</b> +0	

Vision 16	Fright Check 18*	High Jump 2.17 ft
Hearing 16	Consciousness 12	Money 12685†
Touch 16	Death Check 12	
Taste/Smell 16	Broad Jump 3 yd	

\* Includes: +2 from 'Combat Reflexes'  
 † Includes: +20000 from 'Grimoire (+8 to My Super Spell)'

**ENCUMBRANCE TABLE**

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

**LIFTING FEATS**

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

\* Takes 2 seconds to complete † Double with a running start  
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

**REACTION MODIFIERS**

Appearance: +0  
 Status: +0  
 Other: +0\*

\* Conditional: +3 from 'Reputation (Chosen; from Hunters)', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Odious Personal Habit (Uses arcane "technobabble")' when people notice your problem

**LANGUAGES**

Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
Hebrew {p. B24}	Native	Native	[ 6 ]
Latin {p. B24}	Native	Native	[ 6 ]

**TEMPLATES AND META-TRAITS**

Name	Pts
<b>Chosen One (Monster Hunters)</b> {p. MH1:7} Description: Fate has marked you as one of humanity's saviors - a key player in the ongoing battle against the monsters. While it's good to have The Powers That Be watching your back, it also makes it harder to slack off - whether due to dedication or a metaphysical bullseye on your back.	[ 0 ]
<b>Witch (Monster Hunters)</b> {p. MH1:20} Description: Arcane forces bend to your will! In the time it takes most casters to work a simple cantrip, you can create powerful and potent magical effects. Your magic is fast enough for fieldwork - you can even rely on it for combat, as long as you have friends protecting you while you concentrate. You've trained in basic combat skills as well, but it's not what you're good at - if you run across a situation that can't be resolved directly by magic, your first instinct is to find an indirect way to do so. (And more often than not, you can!)	[ 0 ]

**ADVANTAGES**

Name	Pts
<b>Combat Reflexes</b> {p. B43}	[ 15 ]
<b>Destiny (Great)</b> {p. B48}	[ 15 ]
<b>Luck</b> {p. B66}	[ 15 ]
<b>Magery 7</b> {p. B66} Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture	[ 70 ]



**ADVANTAGES (continued)**

Name	Pts
<b>Magery 0</b> {p. B66} Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	[ 5 ]
<b>Reputation (Chosen; from Hunters)</b> 3 (All the time, *1; Large class, *1/2) {p. B27}	[ 7 ]
<b>Ritual Adept</b> {p. MH1:25}	[ 40 ]
<b>Serendipity 1</b> {p. B83}	[ 15 ]
<b>Signature Gear (My Grimoire)</b> 2 {p. B85}	[ 2 ]

**PERKS**

Name	Pts
<b>Brave</b> {p. MH1:25}	[ 1 ]
<b>Ritual Mastery (1)</b> {p. MH1:25}	[ 1 ]
<b>Ritual Mastery (2)</b> {p. MH1:25}	[ 1 ]
<b>Ritual Mastery (3)</b> {p. MH1:25}	[ 1 ]
<b>Ritual Mastery (4)</b> {p. MH1:25}	[ 1 ]

**DISADVANTAGES**

Name	Pts
<b>Curious (12 or less, *1)</b> {p. B129}	[ -5 ]
<b>Fanaticism (The Mission)</b> {p. B136}	[ -15 ]
<b>Honesty (12 or less, *1)</b> {p. B138}	[ -10 ]
<b>Impulsiveness (9 or less, *1.5)</b> {p. B139}	[ -15 ]
<b>Obsession (Track down a particular grimoire) (Short-Term Goal) (12 or less, *1)</b> {p. B146}	[ -5 ]
<b>Odious Personal Habit (Uses arcane "technobabble")</b> {p. B22}	[ -5 ]
<b>Weirdness Magnet</b> {p. B162}	[ -15 ]

**QUIRKS**

Name	Pts
<b>Chauvinistic</b> {p. B164}	[ -1 ]
<b>Humble</b> {p. B164}	[ -1 ]
<b>Imaginative</b> {p. B164}	[ -1 ]
<b>Proud</b> {p. B164}	[ -1 ]
<b>Trademark (Cuts off a lock of dead enemy witch's hair)</b> {p. B164}	[ -1 ]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX+0	[ 4 ]
Computer Operation/TL8 {p. B184}	16	IQ+0	[ 1 ]
Diplomacy {p. B187}	14	IQ-2	[ 1 ]
Hazardous Materials/TL8 (Magical) {p. B199}	15	IQ-1	[ 1 ]
Hidden Lore (Sacred Places) {p. MH1:16}	16	IQ+0	[ 2 ]
Innate Attack (Projectile) {p. B201}	13	DX+1	[ 2 ]
Parry: 10			
Judo {p. B203}	12	DX+0	[ 4 ]
Parry: 10			
Occultism {p. B212}	15	IQ-1	[ 1 ]
Path of Body {p. MH1:32}	17	IQ+1	[ 12 ]
Path of Chance {p. MH1:32}	13	IQ-3	[ 1 ]
Path of Crossroads {p. MH1:32}	13	IQ-3	[ 1 ]
Path of Energy {p. MH1:32}	13	IQ-3	[ 1 ]
Path of Magic {p. MH1:33}	17	IQ+1	[ 12 ]
Path of Matter {p. MH1:33}	15	IQ-1	[ 4 ]
Path of Mind {p. MH1:33}	15	IQ-1	[ 4 ]
Path of Spirit {p. MH1:33}	13	IQ-3	[ 1 ]
Path of Undead {p. MH1:33}	13	IQ-3	[ 1 ]
Psychology (Human) {p. B216}	16	IQ+0	[ 4 ]
Research/TL8 {p. B217}	15	IQ-1	[ 1 ]
Staff {p. B208}	13	DX+1	[ 4 ]
Parry: 12			
Tactics {p. B224}	14	IQ-2	[ 1 ]
Teaching {p. B224}	15	IQ-1	[ 1 ]
Thaumatology {p. B225}	17	IQ+1	[ 12 ]

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	12	—	1d-2 cr	C	—	—	—	
Kick <i>Skill used: DX-2</i>	10	—	1d-1 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	12	10	1d-2 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: Swing <i>Skill used: DX-4</i>	8	7	1d-1 cut	C,1	6	1	4	
Large Knife: Thrust <i>Skill used: DX-4</i>	8	7	1d-1 imp	C	6	1	4	[1]
Quarterstaff: Staff swing <i>Skill used: Staff</i>	13	12	1d+3 cr	1,2	7†	4	4	
Quarterstaff: Staff thrust <i>Skill used: Staff</i>	13	12	1d+1 cr	1,2	7†	4	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife: Thrown <i>Skill used: DX-4</i>	8	1d-1 imp	—	9 yd / 17 yd	1	T(1)	6	-2	—	1	4	

**ATTACKS TABLES COLUMN NOTES**

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

SLAM TABLE				
1	2-3	4-6	7	
1d-3	1d-2	1d-1	1d	
PARRY	PARRY	BLOCK	DODGE	OTHER
9*	9*	7*	9/10*	
DX	DX	DX	Light	

  

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	8	—
Hands	6	—
Legs	8	—
Feet	6	—
<b>Bonus DR:</b>	<b>0</b>	
<b>Bonus DB:</b>	<b>0</b>	
<b>Notes:</b>		

\* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4	15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34	35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54	55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74		

HP loss effects are cumulative with each other and any effects suffered from FP loss.

**less than 1/3 HP:** Dodge/2 and Move/2 (round up).

**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

**-1xHP or less:** Make a HT roll vs. death immediately and for every full multiple of HP below 0.

**-5xHP or less:** Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4	12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

FP loss effects are cumulative with each other and any effects suffered from HP loss.

**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

**-1xFP or less:** Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

