

Name: Charles 'Charlie' Doyle

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

Race: Human Unspent: 0 Appearance: A tall, dark-blonde and well dressed englishman of good manners and sunny deposition. Always carries a quarter staff with him.

CHARACTER SHEET

ST	11	[10]	HP	15	[8]	Basic Speed 6	[0]
DX	12	[40]	Will	16]	0]	Basic Move 6	[0]
IQ	16	[120]	Per	16]		BL 24 lk) (ST:	«ST)/5
нт	12	[20]	FP	12	[0]		Sw 1d-	⊦ 1
TL	8					[0]	SM +0		

Vision	16	Fright Check 1	8*	High Jump	2.17 ft
Hearing	16	Consciousness 1	2	Money	12685†
Touch	16	Death Check 1	2		
Taste/Smell	16	Broad Jump 3 y	ď		

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

ENCUMBRANCE TABLE								
Name	None	« Light »	Med	Hvy	X-Hvy			
_ Lifting	×1	×2	×3	×6	×10			
Basic	24 lb	48 lb	72 lb	144 lb	240 lb			
Movement	×1	×0.8	×0.6	×0.4	×0.2			
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			
	.	-1	-2	-3	-4			
Dodge	10	9	8	7	6			

LIFTING FEATS							
	1-Hand	2-Hand	Shove /	Carry on	Shift		
Name	Lift*	Lift [†]	Over [‡]	Back§	Slightly		
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb		
* Takes 2 seconds t			Double with a i				
+ Takes 4 seconds	to complete	. 8	Lose 1 FP/sec	while over X-Hy	v 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

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

TEMPLATES AND META-TRAITS		
Name		Pts
Chosen One (Monster Hunters) {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]
Witch (Monster Hunters) {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
Combat Reflexes (p. B43)	[15]
Destiny (Great) {p. B48}	[15]
Luck {p. B66}	[15]
Magery 7 {p. B66}	[70]
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		



Spent: 400

ADVANTAGES (continued)		
Name		Pts
Magery 0 {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]
Reputation (Chosen; from Hunters) 3 (All the time, *1; Large class, *1/2) {p. B27}	[7]
Ritual Adept (p. MH1:25)	[40
Serendipity 1 (p. B83)	[15]
Signature Gear (My Grimoire) 2 (p. B85)	[2

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

PERKS

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

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

Phoenix: r58 (2012-06-09) / GCA: 4.0.423 Printed: 11/22/2012 Pg: 1 Charles 'Charlie' Doyle Human

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)	15	IQ-1	[1]
{p. B199}			
Hidden Lore (Sacred Places)	16	IQ+0	[2]
{p. MH1:16}			
Innate Attack (Projectile) {p. B201}	13	DX+1	[2]
Parry: 10			
Judo {p. B203}	12	DX+0	[4]
Parry: 10	15	IQ-1	[1]
Occultism (p. B212)	17	IQ+1	[12]
Path of Body {p. MH1:32}	13	IQ+1	[1]
Path of Cracerranda (n. MULL-20)			[1]
Path of Crossroads (p. MH1:32)	13	IQ-3 IQ-3	I 11
Path of Energy (p. MH1:32)	13		
Path of Magic {p. MH1:33}	15	IQ+1	[12]
Path of Matter {p. MH1:33}		IQ-1	
Path of Mind (p. MH1:33)	15	IQ-1	[4]
Path of Spirit {p. MH1:33}	13	IQ-3	
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]
Thadhaddy th. DZZJ	17	IQTI	14

Charles 'Charlie' Doyle Human

		MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12		1d-2 cr	С	_	_	_	
Skill used: DX								
Kick	10	_	1d-1 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	12	10	1d-2 cr	C	_	_	_	
Skill used: DX								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: Swing	8	7	1d-1 cut	C,1	6	1	4	
Skill used: DX-4				L				
Large Knife: Thrust	8	7	1d-1 imp	C	6	1	4	[1]
Skill used: DX-4			·					
Quarterstaff: Staff swing	13	12	1d+3 cr	1,2	7†	4	4	
					•			
Skill used: Staff			. L	L				
	13	12	1d+1 cr	1,2	7†	4	-	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife: Thrown	8	1d-1 imp	_	9 yd / 17 yd	1	T(1)	6	-2	_	1	4	
Skill used: DX-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	F	PARRY	BLC	C	K	DODG	E	OTHER		
9*		9*	7	7*		9/10*				
DX		DX	D	X		Light				
Eyes DR: 0 DB: 0 D		Grio DR: DB: DR: 0 DB: 0 Feet DR: 3/2 DB: 0	: 0 : 0 lands R: 0 B: 0		Boi	es 2 ck ill ee so oin ns 8 nds 6 is 8		#		
and The same										
* Includes: +1 from	n 'Co	mbat Reflexes								

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

less: Make a H1 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.

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

-5×HP or less: Immediate death.

FP 0 FP
1211109 8 0 -1 -2 -3 -4
7 6 5 4 3 -5 -6 -7 -8 -9
2 1 -10 -11

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.

O 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.

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.

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Charles 'Charlie' Doyle Human

Qty 1	LOAD-OUTS Backpack	Cost	Weight
	Backpack, Small (50 lbs.) {p. MH1:54} Per Unit - Cost: 120, Weight: 1.5 lb	5320	27 lb
	Contents - Cost: 5200, Weight: 25.5 lb		
1	Binoculars {p. MH1:56}	150	3 lb
1	Computer, Laptop (C3) {p. MH1:54}	2050	2.5 lb
1	Workspace Kit, Basic {p. MH1:57}	3000	20 lb
	Totals:	5320	27 lb
Qty	« Combat »	Cost	Weight
1	Armor	1365	12 lb
	Contents - Cost: 1365, Weight: 12 lb		
1	Boots, Reinforced (p. MH1:59)	75	3 lb
	Notes: [1] Location: feet		
1	Coat, Long {p. MH1:59}	50	5 lb
	Notes: [2]		
	Location: arms, legs, torso	0.10	0 !!
1	Ordinary Clothes (Status +1)	240	2 lb
	{p. B266}		
	Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn		
	or shirt with hose, skirt, or trousers - or a long tunic, rol		
	footwear. 20% of cost of living; 2lbs.		
1	Vest, Concealable {p. MH1:59}	1000	2 lb
	Notes: [5, 9] Location: torso		
1	Load-Bearing Vest (20 lbs.)	20620	12.3 lb
	{p. MH1:54}	20020	12.0 10
	Per Unit - Cost: 30, Weight: 2 lb		
	Contents - Cost: 20590, Weight: 10.3 lb		
1	_Basic Gear: Bandages, Cigarette	100	1.5 lb
	Lighter, Duct Tape, Flashlight,		
	Mirror, Multi-Tool, Notebook, Pencil,		
	Chalk, and Wristwatch. {p. MH1:54}		
	Description: Verbose version, for more detail on the ch		0 ! !
	Usernotes: Bandages. Enough bandages and aspirin (penalties) to treat two wounds, in a zip-top bag. Only a		
	First Aid. \$2, 0.2 lb.		.9,
	Cigarette Lighter. Useful even for non-smokers. \$10, no		
			2 av Fassan
	Duct Tape. A 15-yard, pocket-sized flat roll. If used as roll to break free. \$1, 0.5 lb.		-3 or Escape
	Duct Tape. A 15-yard, pocket-sized flat roll. If used as roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56).		-3 or Escape
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	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that or 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavir 0.1 lb.	ounts as impro	vised gear (-
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1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that of 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavir 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc NoF:1 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Patrick Skill:Knife]	a restraint, ST- ounts as impro ib. ng them! Wate i20, neg. 75 100 0 15 10 20000 c:0 Range:ST*1 2 cut Reach:C, arry:-1 ST:6 Sk	vised gear (- rproof. \$2, 8 02 8 02 1.6 02 3.2 02 6 lb 1 lb 0.8/ST*1.5 1 Parry:-1 ill:Knife
1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that or 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavir 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Act RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Pa Notes: [1] Can be thrown. See Muscle Powered Range	a restraint, ST- ounts as impro ib. ng them! Wate i20, neg. 75 100 0 15 10 20000 c:0 Range:ST*1 2 cut Reach:C, arry:-1 ST:6 Sk	vised gear (- rproof. \$2, 8 02 8 02 1.6 02 3.2 02 6 lb 1 lb 0.8/ST*1.5 1 Parry:-1 ill:Knife
1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that cot 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavin 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Pi Notes: [1] Can be thrown. See Muscle Powered Range Notes: [11]	a restraint, ST- ounts as impro lb. ng them! Wate \$20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:C, arry:-1 ST:6 Sk d Weapon Tat	vised gear (- rproof. \$2, 8 OZ 8 OZ 1.6 OZ 3.2 OZ 6 lb 1 lb 0.8/ST*1.5 1 Parry:-1 ill:Knife ole (p. 275)]
1 1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that or 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavii 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: T.D. Ot.24, [Mode: thrown Dam:thr imp Acr RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw- ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach: C Pa Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54}	a restraint, ST- ounts as impro lb. ng them! Wate s20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:C, arry:-1 ST:6 Sk d Weapon Tat	8 02 8 02 8 02 8 02 9 1.6 02 8 02 9 1.5 1
1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that of 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavir 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Act R6F:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Po Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54} Weapons	a restraint, ST- ounts as impro lb. ng them! Wate \$20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:C, arry:-1 ST:6 Sk d Weapon Tat	8 02 8 02 8 02 8 02 9 1.6 02 8 02 9 1.5 1
1 1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that or 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavii 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: T.D. Ot.24, [Mode: thrown Dam:thr imp Acr RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw- ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach: C Pa Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54}	a restraint, ST- ounts as impro lb. ng them! Wate s20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:C, arry:-1 ST:6 Sk d Weapon Tat	vised gear (- rproof. \$2, 8 02 8 02 1.6 02 3.2 02 6 lb 1.b 0.8/ST*1.5 1 Parry:-1 ill:Knife ole (p. 275)] 8 02 4 lb
1 1 1 1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that cot 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavin 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Act RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Pa Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54} Weapons Contents - Cost: 10, Weight: 4 lb Quarterstaff {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 co	a restraint, ST- ounts as impro lb. ng them! Wate s20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:C, arry:-1 ST:6 Sk d Weapon Tat 250 10 r Reach:1,2 Pa	vised gear (- rproof. \$2, 8 OZ 8 OZ 8 OZ 1.6 OZ 3.2 OZ 6 Ib 0.8/ST*1.5 1 Parry:-1 ill:Knife ple (p. 275)] 8 OZ 4 Ib 4 Ib rry:+2 ST:7†
1 1 1 1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that of 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavin 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Act RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Pa Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54} Weapons Contents - Cost: 10, Weight: 4 lb Quarterstaff {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw-2 of Skill:Staff Notes: Requires two hands.], [Mode:staff thr	a restraint, ST- ounts as impro ib. ng them! Wate \$20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:0, arry:-1 ST:6 Sk d Weapon Tat 250 10 r Reach:1,2 Pa ust Dam:thr+2	vised gear (- rproof. \$2, 8 02 8 02 1.6 02 3.2 02 6 lb 1.8 02 1.8 02 4 lb 1.9 04 lb 1.9 05 1.7 1.5 1.5 1.7 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5
1 1 1 1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that of 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavin 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Act. RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C P. Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54} Weapons Contents - Cost: 10, Weight: 4 lb Quarterstaff {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 or Skill:Staff Notes: Requires two hands.], [Mode:staff thre Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thre	a restraint, ST- ounts as impro ib. ng them! Wate i20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST*12 cut Reach:Carry:-1 ST:6 Skd Weapon Tat 250 10 r Reach:1,2 Pa ust Dam:thr+2 [Mode:sword	vised gear (- rproof. \$2, 8 02 8 02 1 0 02 3 2 02 6 lb 1 lb 0.8/ST*1.5 1 Parry:-1 iill:Knife ble (p. 275)] 8 02 4 lb crry:+2 ST:7† cr Reach:1,2 swing
1 1 1 1 1 1 1 1	roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that of 5) for most repairs and includes a small knife. \$50, 0.5 Notebook, Pencil, and Chalk. For taking notes or leavin 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$ Camera, Digital {p. MH1:54} Cell Phone {p. MH1:54} Charm, Homemade (fdgh) {p. MH1:38} Flare, Pen {p. MH1:54} Flashlight, Mini (5 yds.) {p. MH1:56} Grimoire (+8 to My Super Spell) (Signature Gear, +0) {p. MH1:57} Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Act RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Pa Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1]] Radio, Handheld (5 mi.) {p. MH1:54} Weapons Contents - Cost: 10, Weight: 4 lb Quarterstaff {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw-2 of Skill:Staff Notes: Requires two hands.], [Mode:staff thr	a restraint, ST- ounts as impro lb. ng them! Wate 20, neg. 75 100 0 15 10 20000 40 c:0 Range:ST* 2 cut Reach:C, arry:-1 ST:6 Sk d Weapon Tat 250 10 r Reach:1,2 Pa ust Dam:thr+2 I, [Mode:sword ed Sword Note ed Sword Note	vised gear (- rproof. \$2, 8 OZ 8 OZ 8 OZ 6 Ib 1 Ib 0.8/ST*1.5 1 Parry:-1 idle (p. 275)] 8 OZ 4 Ib 4 Ib 4 Ib 1

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DESCRIPTION

Born as the heir to the title of Earl of Huntingdon, it was soon discovered that young Charles did inherit something else, a talent for magery long slumbering in the old family line.

Thus chosen, he was sent to a special school for the magical adept and when he reached maturity, he abdicated and forfeit his title in order to concentrate on his destiny: To rid humanity of the scourge of evil witches.

CAMPAIGN LOG

Points: (logged) $0 + (other) 0 = (total) 0$	
Initial Character Creation	
22.11.2012: 0 pts	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[198]
Advantages, Perks	[201]
Disadvantages, Quirks	[-75]
Skills, Techniques	[76]
Total Points Spent:	400
Unspent Points:	0