

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	[ 0]	BL	24 lb	(ST×ST)/5
HT	12	[ 20]	FP	12	[ 0]	Thr	1d-1	Sw 1d+1
TL	8	[ 0]	SM	+0				

Vision	16	Fright Check	18*	High Jump	2.17 ft
Hearing	16	Consciousness	12	Money	19960
Touch	16	Death Check	12		
Taste/Smell	16	Broad Jump	3 yd		

\* Includes: +2 from 'Combat Reflexes'

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

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*

\* Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Humanity)' when in dangerous situations if Sense of Duty is known

LANGUAGES			
Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	0

TEMPLATES AND META-TRAITS	
Name	Pts
<b>Chosen One (Monster Hunters)</b> {p. MH1:7}	[ 0]
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.	
<b>Witch (Monster Hunters)</b> {p. MH1:20}	[ 0]
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!)	

ADVANTAGES	
Name	Pts
<b>Combat Reflexes</b> {p. B43}	[ 15]
<b>Destiny (Great)</b> {p. B48}	[ 15]
<b>High Pain Threshold</b> {p. B59}	[ 10]
Roll to ignore pain: 19 (Will+3)	
<b>Luck</b> {p. B66}	[ 15]
<b>Magery 7</b> {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	



ADVANTAGES (continued)	
Name	Pts
<b>Magery 0</b> {p. B66}	[ 5]
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.	
<b>Ritual Adept</b> {p. MH1:25}	[ 40]
<b>Serendipity 1</b> {p. B83}	[ 15]
<b>Unfazeable</b> {p. B95}	[ 15]

DISADVANTAGES	
Name	Pts
<b>Charitable (12 or less, *1)</b> {p. B125}	[ -15]
<b>Curious (12 or less, *1)</b> {p. B129}	[ -5]
<b>Gluttony (12 or less, *1)</b> {p. B137}	[ -5]
<b>Honesty (9 or less, *1.5)</b> {p. B138}	[ -15]
<b>Impulsiveness (9 or less, *1.5)</b> {p. B139}	[ -15]
<b>Sense of Duty (Humanity)</b> {p. B153}	[ -15]

SKILLS				
Name	Level	Relative	Pts	
Acrobatics {p. B174}	12	DX+0	[	4]
Body Sense {p. B181}	10	DX-2	[	1]
Computer Operation/TL8 {p. B184}	16	IQ+0	[	1]
Diplomacy {p. B187}	14	IQ-2	[	1]
Driving/TL8 (Automobile) {p. B188}	12	DX+0	[	1]
Hazardous Materials/TL8 (Magical) {p. B199}	15	IQ-1	[	1]
Hidden Lore (Demons) {p. MH1:16}	17	IQ+1	[	4]
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}	13	IQ-3	[	1]
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}	15	IQ-1	[	4]
Path of Magic {p. MH1:33}	15	IQ-1	[	4]
Path of Matter {p. MH1:33}	17	IQ+1	[	12]
Path of Mind {p. MH1:33}	16	IQ+0	[	8]
Path of Spirit {p. MH1:33}	13	IQ-3	[	1]
Path of Undead {p. MH1:33}	13	IQ-3	[	1]
Research/TL8 {p. B217}	15	IQ-1	[	1]
Staff {p. B208}	13	DX+1	[	4]
Parry: 12				
Thaumatology {p. B225}	17	IQ+1	[	12]
Theology (Abrahamic) {p. MH1:11}	15	IQ-1	[	2]

Non-Equipment based		MELEE ATTACKS		Damage	Reach	ST	Wt	LC	Notes
	Skill	Parry							
Bite	12	-		1d-2 cr	C	-	-	-	
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		MELEE ATTACKS		Damage	Reach	ST	Wt	LC	Notes
	Skill	Parry							
Large Knife: Swing	8	7		1d-1 cut	C,1	6	1	4	
Skill used: DX-4									
Large Knife: Thrust	8	7		1d-1 imp	C	6	1	4	[1]
Skill used: DX-4									

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															

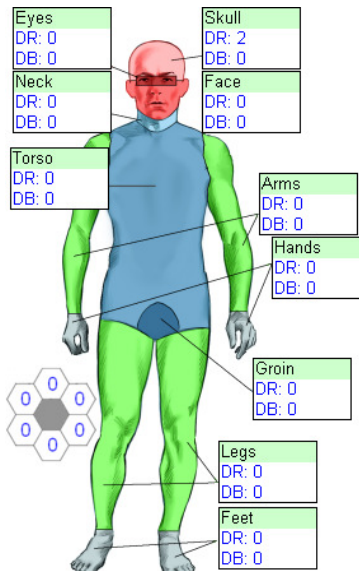
ATTACKS TABLES COLUMN NOTES

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

### SLAM TABLE

1 1d-3	2-3 1d-2	4-6 1d-1	7 1d
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PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
DX	DX	DX	None	



Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	6	
Legs	8	
Feet	6	

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

### SCRATCH PAD

\* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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 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	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.  
**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.

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
09.07.2012: 0 pts		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	198
Advantages, Perks	200
Disadvantages, Quirks	-70
Skills, Techniques	72
<b>Total Points Spent:</b>	
<b>Unspent Points:</b>	
	400
	0