



Name: Andrew H. Krane  
Race: Human  
Appearance:

Player: NPC  
Ht:            Wt:

Age:            Spent: 302  
Unspent: 1

**CHARACTER SHEET**

<b>ST</b> 10 [ 0]	<b>HP</b> 10 [ 0]	<b>Basic Speed</b> 5 [ 0]
<b>DX</b> 10 [ 0]	<b>Will</b> 15 [ -5]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 16 [ 120]	<b>Per</b> 16 [ 0]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 10 [ 0]	<b>FP</b> 10 [ 0]	<b>Thr</b> 1d-2 <b>Sw</b> 1d

<b>TL</b> 7 [ 0]	<b>SM</b> +0
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Vision 16	Taste/Smell 16	Death Check 10
Hearing 16	Fright Check 15	High Jump 1.67 ft
Touch 16	Consciousness 10	Broad Jump 2.33 yd

**HP** 3, 0, -10, -20, -30, -40, -50      **FP** 3, 0, -10

<b>PARRY</b>	<b>PARRY</b>	<b>BLOCK</b>	<b>DODGE</b>	<b>DR</b>
8		6	8	0
DX		DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. -2 from 'Paranoia', Cond. +3 from 'Reputation (Science Fiction community)', Cond. +2 from 'Occultist', Cond. +1 from 'Reputation (Hollywood)'	

LANGUAGES			
Name	Spoken	Written	Pts
ASL	Native	-	[ 3]
Danbe	Native	Native	[ 6]
English (Native)	Native	Native	[ 0]
Latin	-	Literate	[ 2]

ADVANTAGES	
Name	Pts
Contact (Ace Books and Agent; Effective Skill 12; 12 or less; Usually Reliable) {p. B44}	[ 4]
Contact Group (Berkeley Business Owners; Effective Skill 12; 9 or less; Somewhat Reliable) {p. B44}	[ 5]
Contact Group (Phone Phreaks; Effective Skill 18; 9 or less; Somewhat Reliable) {p. B44}	[ 15]
Eidetic Memory {p. B51}	[ 5]
Roll to recall: 16 (IQ)	
Illuminated {p. B60}	[ 15]
Roll to Discern Illuminated event: 16 (IQ)	
Occultist 2 {p. H19}	[ 20]
Reputation +1 (Hollywood; 10 or less; Large class) {p. B27}	[ 1]
Reputation +3 (Science Fiction community; All the time; Small class) {p. B27}	[ 5]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[ 10]
Roll to Resist: 20 (Will+5)	
Subduction Sight 3	[ 9]
Unusual Background (Psi) {p. B96}	[ 30]
Visions (Aspected) {p. PP39}	[ 8]
Roll: 16 (Vision)	
Wealth (Comfortable) {p. B25}	[ 10]

DISADVANTAGES	
Name	Pts
Addiction (Amphetamines; Cheap; Highly addictive; Stimulating; Legal) {p. B122}	[ -5]
Addiction (Tobacco; Cheap; Highly addictive; Legal) {p. B122}	[ -5]
Bad Temper (15 or less) {p. B124}	[ -5]
Compulsive Behavior (Writing; 12 or less) {p. B128}	[ -5]
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[ -20]
Loner (12 or less) {p. B142}	[ -5]

DISADVANTAGES (continued)	
Name	Pts
Low Self-Image {p. B143}	[ -10]
Oblivious {p. B146}	[ -5]
Paranoia {p. B148}	[ -10]

QUIRKS	
Name	Pts
Chauvinistic {p. B164}	[ -1]
Delusion (Gnostic reality) {p. B164}	[ -1]
Hates His Fans	[ -1]
Proud {p. B164}	[ -1]
Staid {p. B164}	[ -1]

SKILLS			
Name	Level	Relative	Pts
Anthropology (Human) {p. B175}	16*	IQ+0	[ 1]
Archaeology {p. B176}	17*	IQ+1	[ 2]
Architecture/TL7 {p. B176}	15	IQ-1	[ 1]
Area Knowledge (Berkeley) {p. B176}	18	IQ+2	[ 4]
Area Knowledge (Southern California) {p. B176}	16	IQ+0	[ 1]
Connoisseur (Literature) {p. B185}	16	IQ+0	[ 2]
Connoisseur (Music) {p. B185}	15	IQ-1	[ 1]
Current Affairs/TL7 (Business) {p. B186}	18	IQ+2	[ 4]
Current Affairs/TL7 (Headline News) {p. B186}	18	IQ+2	[ 4]
Current Affairs/TL7 (Hollywood) {p. B186}	17	IQ+1	[ 2]
Current Affairs/TL7 (Politics) {p. B186}	18	IQ+2	[ 4]
Current Affairs/TL7 (Popular Culture) {p. B186}	18	IQ+2	[ 4]
Current Affairs/TL7 (Science & Technology) {p. B186}	18	IQ+2	[ 4]
Current Affairs/TL7 (Supernatural) {p. B186}	17	IQ+1	[ 2]
Detect Lies {p. B187}	14	Per-2	[ 1]
Diplomacy {p. B187}	14†	IQ-2	[ 2]
Economics {p. B189}	14	IQ-2	[ 1]
Electronics Operation/TL7 (Communications) {p. B189}	15	IQ-1	[ 1]
Electronics Repair/TL7 (Communications) {p. B190}	15	IQ-1	[ 1]
Engineer/TL7 (Electrical) {p. B190}	14	IQ-2	[ 1]
Expert Skill (Conspiracy Theory) {p. B193}	16	IQ+0	[ 4]
Expert Skill (Memetics) {p. B193}	16	IQ+0	[ 4]
Finance {p. B195}	15	IQ-1	[ 2]
Games (Traditional games) {p. B197}	16	IQ+0	[ 1]
Geography/TL7 (Political) {p. B198}	14	IQ-2	[ 1]
Hidden Lore (Conspiracies) {p. B199}	17*	IQ+1	[ 1]
Hidden Lore (History B) {p. B199}	18*	IQ+2	[ 2]
History (19th century European) {p. B200}	17*	IQ+1	[ 2]
History (20th century political) {p. B200}	17*	IQ+1	[ 2]
Hypnotism (Human) {p. B201}	14	IQ-2	[ 1]
Intelligence Analysis/TL7 {p. B201}	14	IQ-2	[ 1]
Knot-Tying {p. B203}	10	DX+0	[ 1]
Linguistics {p. B205}	16*	IQ+0	[ 1]
Literature {p. B205}	18*	IQ+2	[ 4]
Lockpicking/TL7 {p. B206}	15	IQ-1	[ 1]
Mathematics/TL7 (Applied) {p. B207}	14	IQ-2	[ 1]
Meditation {p. B207}	13	Will-2	[ 1]
Naturalist (Earth) {p. B211}	14	IQ-2	[ 1]
Observation {p. B211}	16	Per+0	[ 2]
Occultism {p. B212}	19*	IQ+3	[ 4]
Philosophy (19th century Western) {p. B213}	14	IQ-2	[ 1]
Philosophy (20th century Western) {p. B213}	14	IQ-2	[ 1]
Politics {p. B215}	15	IQ-1	[ 1]
Professional Skill (Editor) {p. B215}	15	IQ-1	[ 1]

SKILLS (continued)			
Name	Level	Relative	Pts
Propaganda/TL7 {p. B216}	17	IQ+1	[ 4 ]
Psychology (Human) {p. B216}	14	IQ-2	[ 1 ]
Public Speaking {p. B216}	16	IQ+0	[ 2 ]
Research/TL7 {p. B217}	19*	IQ+3	[ 4 ]
Savoir-Faire (SF Fandom) {p. B218}	17†	IQ+1	[ 4 ]
Scrounging {p. B218}	16	Per+0	[ 1 ]
Search {p. B219}	15	Per-1	[ 1 ]
Sociology {p. B221}	14	IQ-2	[ 1 ]
Speed-Reading {p. B222}	15	IQ-1	[ 1 ]
Stealth {p. B222}	11	DX+1	[ 0 ]
Subduction Sight {p. B175}	15	Per-1	[ 2 ]
Teaching {p. B224}	15	IQ-1	[ 1 ]
Typing {p. B228}	14	DX+4	[ 0 ]
Vision {p. PP39}	16	IQ+0	[ 4 ]
Writing {p. B228}	17	IQ+1	[ 4 ]
* +2 from 'Occultist'		† -1 from 'Oblivious'	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 115 ]
Advantages, Perks	[ 148 ]
Disadvantages, Quirks	[ -75 ]
Skills, Techniques	[ 114 ]
<b>Total Points Spent:</b>	<b>302</b>
<b>Unspent Points:</b>	<b>1</b>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	–	1d-3 cr	C	–	–	
Kick	8	–	1d-2 cr	C,1	–	–	
Punch	10	8	1d-3 cr	C	–	–	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4