

Name: Archie Ransom Race: Human Appearance:

Player:	Rob MacDougal	l	Spent: 523
Ht:	Wt:	Age:	Unspent: 2

CHARA	CTE	R SH	IEET								
<b>5T</b> 10	[	0]	HP	10	[	0]	Basic Speed			[	0 ]
X 11	[	20 ]	Will	16	[	0]	Basic Move	5		[	0]
Q 16	[	120]	Per	16	[	0]	BL	20 I	b	(ST)	×ST)/5
<b>IT</b> 11	[	10 ]	FP	11	[	0]	Thr 10	1-2	Sw	10	- /
'L 7						[	0]	SM	+0		
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8		9		6	6		8			0	
DX		Brawling	9	D	х		None		То	orso	
		I	REAC	TION	MODIF	IERS	1				
<pre>Appearance: Status: +1*</pre>	+0										
* +1 from 'Sec	urity Ra	ank'									
) <b>ther: -1</b> † † -1 from 'Delu	usion (1	alks to	Punnets	s)' Cond	+2 from '	Reputa	tion (Ad	Men)'	Cond ·	+2 fr	om
'Esmologist social group	'when	dealing	with soo	cial group	os, Cond.	+2 from	'Memet	ics' whe	en deal	ling \	with
'Merchant' v	when bu	lying or	selling,	Cond. +	1 from 'Bu	siness	Acumen	', Cond	. +2 fro	m	
'Overconfid from 'Overc			4 points						uais C		
	ormaor	ice (Stoi								onu.	2
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			ney, 4 p	oints Cor ANGU	JAGES Spo	when ex ken	kperienc Wi	ed NPC	s		Pts
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LANGUAGES	(continued)	)		
Name	Spoken	Written	F	Pts
Sumerian (Accessibility (Only When	Native	Native	[	3
Speaking Through Enki) (+4);				
Nuisance Effect: ability earns a				
reaction penalty from those around				
you (+2))				
TEMPLATES AND				
Name			F	Pts
Project SANDMAN Lens {p. MD25}			[	99
ASL (Spoken; Native) {p. B24}			[	3
Danbe (Native) {p. B24}			[	6
Patron (Project SANDMAN; 15 or l		Abilities:	[	90
grants special powers) {p. B72, P6	5}		_	
Resistant (Anunnaki Programming	; Very Comr	non; +3)	[	10
{p. B80, P71}				
Roll to Resist: 21 (Will+5)				
Duty (Project SANDMAN; 15 or les	s (almost al	ways);	L	-20
Extremely Hazardous) {p. B134}				
Hidden Lore (History B) {p. B199}				8
Psychology* (Human) {p. B216}				1
Archaeology {p. B176}			[	1
* +2 from 'Esmologist', +2 from 'Memetics', Cond. + subject	-1 from 'Sensitiv	e' when you can co	nverse	e v

ADVANTAGES		
Name		Pts
Ally (Andrew H. Krane; 75% of starting points; 15 or less) {p. B36, P41}	l	9
Business Acumen 1 {p. B90}	[	10
Contact (Rev. Kinsolving/Examiner; Effective Skill 18; 9 or less; Usually Reliable) {p. B44}	[	6
Contact Group (San Francisco City Hall; Effective Skill 12; 9 or less; Somewhat Reliable) {p. B44}	[	5
Dragon Lady 3 (Accessibility (Only When Talking To Semi- Autonomous Puppets (Max. 2)) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2)) {p. B89}	[	8
Enki 3 (Accessibility (Only When Talking To Semi-Autonomous Puppets (Max. 2)) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2)) {p. B89}	[	8
Esmologist 2 {p. MD15}	1	30
Hobo Stan 3 (Accessibility (Only When Talking To Semi-	r r	8
Autonomous Puppets (Max. 2)) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2)) {p. B89}	L	0
Indomitable (+3 vs. Enthrallment, Hypnotism, memetics, psychotechnological Brain Hacking, Brainwashing, etc.) {p. B60}	[	15
Memetics 2 {p. MD16}	1	20
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	ĺ	90
Patron (The Quorum of the Twelve; Equipment: more than starting wealth; 6 or less; Special Abilities: extensive social or political power) {p. B72, P65}	[	25
Puppetry 2 {p. User}	[	10
Rapier Wit (Accessibility (Only When Speaking Through Enki) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2)) {p. B79, P70} Roll to outwit: 16 (Public Speaking)	Ī	3
Reputation +2 (Ad Men; 10 or less; Large class) {p. B27}	1	2
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	ĺ	10
Roll to Resist: 21 (Will+5) Security Clearance (Project SANDMAN; Free access to a broad range of secrets) {p. B82}	[	15
Security Rank 3 {p. B29}	1	15
Sensitive {p. B51} Roll to empathize: 16 (IQ)	[	5
Special Rapport (Charley Helix) {p. B88, P77}	r .	5

ADVANTAGES (continued)	-					
Name	Pts					
Stoney 3 (Accessibility (Only When Talking To Semi-	[ 8]					
Autonomous Puppets (Max. 2)) (+4); Nuisance Effect: ability						
earns a reaction penalty from those around you (+2)) {p. B89}						
Wealth (Comfortable) {p. B25}	[ 10]					
PERKS						
Name	Pts					
	PIS					
Honest Face {p. B100}	1					
DISADVANTAGES						
Name	Pts					
Bad Sight (Nearsighted; Glasses) {p. B123}	[ -10]					
Delusion (Talks to Puppets; Minor) {p. B130}	[ -5]					
Dependent (Family; No more than 25%; 6 or less; Group of	[ -20]					
Dependents; Loved one) {p. B131}						
Dependentis, Loved one) (p. D101)						
Duty (Project SANDMAN; 15 or less (almost always);	[ -20]					
Duty (Project SANDMAN; 15 or less (almost always);	[ -20]					
	[ -20]					
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134} Flashbacks (Mild) {p. B136}	[ -5]					
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134} Flashbacks (Mild) {p. B136} Guilt Complex {p. B137}						
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134} Flashbacks (Mild) {p. B136} Guilt Complex {p. B137} Overconfidence (Stoney, 4 points Corruption; Accessibility	[ -5]					
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134} Flashbacks (Mild) {p. B136} Guilt Complex {p. B137} Overconfidence (Stoney, 4 points Corruption; Accessibility (Only in Affairs of Counterintelligence and Magic) (+4); 9 or	[ -5]					
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134} Flashbacks (Mild) {p. B136} Guilt Complex {p. B137} Overconfidence (Stoney, 4 points Corruption; Accessibility	[ -5]					

QUIRKS	
Name	Pts
Careful {p. B164}	[ -1]
Code of Honor (Be Polite) {p. B164}	[ -1]
Personality Change (Puppets) {p. B164}	[ -1]
Vow (Mormon Word of Wisdom) {p. B165}	[ -1]

SKILLS									
Name	Level	Relative	Pts						
Accounting {p. B174}	15*	IQ-1	[ 1]						
Administration {p. B174}	18†	IQ+2	[ 1]						
Anthropology (Human) {p. B175}	17‡	IQ+1	[ 2]						
Archaeology {p. B176}	14	IQ-2	[ 1]						
Area Knowledge (Northern California)	16	IQ+0	[ 1]						
{p. B176}									
Area Knowledge (Southern California)	16	IQ+0	[ 1]						
{p. B176} Area Knowledge (Utah) {p. B176}	16	IQ+0	[ 1]						
	15	IQ+0							
Artist (Drawing) {p. B179}	15 12§	DX+1	[ 2] [ 2]						
Beam Weapons/TL7 (Projector) {p. B179}									
Brainwashing/TL7 {p. B182}	16¶ 12**	IQ+0	[ 1]						
Brawling {p. B182} Parry: 9	12	DX+1	[ 2]						
Current Affairs/TL7 (Headline News)	18‡	IQ+2	[ 1]						
{p. B186}									
Current Affairs/TL7 (Popular Culture)	18‡	IQ+2	[ 1]						
{p. B186}									
Detect Lies {p. B187}	16††	Per+0	[ 2]						
Diplomacy {p. B187}	18‡‡	IQ+2	[ 1]						
dDriving/TL7 (Automobile) {p. B188}	11	DX+0	[ 1]						
Economics {p. B189}	17†	IQ+1	[ 1]						
Enthrallment (Persuade) {p. B191}	15	Will-1	[ 4]						
Enthrallment (Suggest) {p. B191}	15	Will-1	[ 4]						
Enthrallment (Sway Emotions) {p. B191}	15	Will-1	i 41						
Esmology {p. B175}	18‡	IQ+2	i 81						
Expert Skill (Memetics) {p. B193}	18¶	IQ+2	i 41						
Fast-Talk {p. B195}	18¶	IQ+2	[ 2]						
Finance {p. B195}	18†	IQ+2	[ 2]						
First Aid/TL7 (Human) {p. B195}	16	IQ+0	i 1i						
Guns/TL7 (Pistol) {p. B198}	12§	DX+1	[ 2]						
Hidden Lore (History B) {p. B199}	18	IQ+2	i 81						
Hobby Skill (Puppet-Making) {p. B200}	13§§	DX+2	i 1i						
Intelligence Analysis/TL7 {p. B201}	18‡	IQ+2	i 41						
Leadership {p. B204}	18¶	IQ+2	i 21						
Linguistics {p. B205}	15	IQ-1	i 21						
Market Analysis {p. B207}	18†	IQ+2	[ 2] [ 2] [ 2]						
Merchant {p. B209}	18¶¶	IQ+2	i 11						
Mimicry (Speech) {p. B210}	16§§	IQ+0	[ 1]						
Musical Composition {p. B210}	15	IQ-1	[ 2]						
Performance {p. B212}	17§§	IQ+1	[ 1]						
Y			<u> </u>						

SKILLS (continued)									
Name		Level	Relative	Pts					
Politics {p. B215}		19‡‡	IQ+3	[ 1]					
Propaganda/TL7 {p. B2	216}	20***	IQ+4	į 1j					
Psychology (Human) {p	18†††	IQ+2	[ 1]						
Public Speaking {p. B2	16}	16	IQ+0	[ 2]					
Research/TL7 {p. B217	7}	16	IQ+0	[ 2]					
Savoir-Faire (Corporate	16	IQ+0	[ 1]						
Sleight of Hand {p. B22	11	DX+0	[ 4]						
Sociology {p. B221}	18‡‡	IQ+2	[ 1]						
Teaching {p. B224}	17¶	IQ+1	[ 1]						
Theology (Mormonism)		14	IQ-2	[ 1]					
Ventriloquism {p. B228	}	16§§	IQ+0	[ 1]					
Writing {p. B228}		15	IQ-1	[ 1]					
* +1 from 'Business Acumen' † +2 from 'Esmologist', +1 from 'Business Acumen' ‡ +2 from 'Esmologist' § Cond. x2 from 'Bad Sight (Nearsighted)' when calculating range penalties	¶ +2 from 'Memetics' ** Cond2 from 'Bad Sight (Nearsighted)' ++ +1 from 'Sensitive' ++ +2 from 'Esmologist', +2 from 'Memetics'	e fron ***- ' fron 'Bus ††† fron fron	+2 from 'Puppetu +2 from 'Memeti +2 from 'Esmolo +2 from 'Esmolo n 'Memetics', +1 siness Acumen' +2 from 'Esmol n 'Memetics', Cc n 'Sensitive' whe verse with subje	cs', +1 men' gist', +2 from ogist', +2 ond. +1 en you can					
POINTS SUMMARY Basic Attributes, Secon			F	Pts 1501					

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	150 ]
Advantages, Perks	338 ]
Disadvantages, Quirks	-49]
Skills, Techniques	84 ]
Total Points Spent:	523
Unspent Points:	2

	MELEE AT	TACKS					
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	С	_	_	
Brawling: Bite	12	_	1d-3 cr	C	_	_	
Brawling: Kick	10	_	1d-2 cr	C,1	_	_	
Brawling: KICK	10	-	1d-2 cr	C,1	_	_	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Pistol Ikoter	12	Will-2 aff dazed	3	10 yd / 30 yd	1	5	3	-2	1	1	
Walther PPK, .32 ACP	12	2d-1 pi-	1	120 yd / 1300 yd	3	7+1(3)	7	-1	2	3	[1]

EQUIPMENT								
Qty	Item	Cost	Weight					
1	1971 Dodge Monaco (TL 7; TL7)	15000	-					
	{p. B464}							
	Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:53 Hnd							
	Move:4/64* Lwt:1.8 Load:0.6 SM:+3 Occ:1+4 DR:5 Range:500	) Locations: G	RW					
1	Pistol Ikoter (TL7)	13000	1.8 lb					
4	Suitcase, Hard (TL5) {p. B288}	1000	32 lb					
	Description: TL:5 Notes: Holds 100 lbs. DR 4 with key lock.							
1	Walther PPK, .32 ACP (TL6) {p. HT101}	480	1.7 lb					
	Description: TL:6 LC:3 Ammo:0.2 lb. Damage:2d-1 pi- Acc:1 F	Range:120/130	0 RoF:3					
	Shots:7+1(3) ST:7 Bulk:-1 Rcl:2 Skill:Guns (Pistol) Notes:[1],	[1] No lanyard	ring (p.					
	154).							

LOAD-OUTS							
Qty	« no equipment »	Cost	Weight				
1	Pistol Ikoter (TL7)	13000	1.8 lb				
1	Walther PPK, .32 ACP (TL6)	480	1.7 lb				
	Totals:	13480	3.5 lb				

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			