



Name: Archie Ransom
Race: Human
Appearance:

Player: Rob MacDougall
Ht: Wt:

Age: Spent: 523
Unspent: 2

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5.5 [0]
DX 11 [20]	Will 16 [0]	Basic Move 5 [0]
IQ 16 [120]	Per 16 [0]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d

TL 7 [0]	SM +0
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Vision 16*	Taste/Smell 16	Death Check 11
Hearing 16	Fright Check 16	High Jump 1.67 ft
Touch 16	Consciousness 11	Broad Jump 2.33 yd

* Cond. -6 from 'Bad Sight (Nearsighted)' when item is more than 1 yard away

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	DR
8	9	6	8	0
DX	Brawling	DX	None	Torso

REACTION MODIFIERS

Appearance: +0
Status: +1*
* +1 from 'Security Rank'
Other: -1†
† -1 from 'Delusion (Talks to Puppets)', Cond. +2 from 'Reputation (Ad Men)', Cond. +2 from 'Esmologist' when dealing with social groups, Cond. +2 from 'Memetics' when dealing with social groups, Cond. +2 from 'Puppetry' when dealing with social groups, Cond. +1 from 'Merchant' when buying or selling, Cond. +1 from 'Business Acumen', Cond. +2 from 'Overconfidence (Stoney, 4 points Corruption)' when young or naive individuals, Cond. -2 from 'Overconfidence (Stoney, 4 points Corruption)' when experienced NPCs

LANGUAGES

Name	Spoken	Written	Pts
Akkadian (Accessibility (Only When Speaking Through Enki) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]
ASL	Native	-	[3]
Aulang (Accessibility (Only When Speaking Through Hobo Stan) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]
Chinese (Accessibility (Only When Speaking Through the Dragon Lady) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]
Danbe	Native	Native	[6]
English (Native)	Native	Native	[0]
Greek (Accessibility (Only When Speaking Through Stoney) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]
Korean (Accessibility (Only When Speaking Through the Dragon Lady) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]
Latin (Accessibility (Only When Speaking Through Stoney) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]

LANGUAGES (continued)

Name	Spoken	Written	Pts
Sumerian (Accessibility (Only When Speaking Through Enki) (+4); Nuisance Effect: ability earns a reaction penalty from those around you (+2))	Native	Native	[3]

TEMPLATES AND META-TRAITS

Name	Pts
Project SANDMAN Lens {p. MD25}	[99]
ASL (Spoken; Native) {p. B24}	[3]
Danbe (Native) {p. B24}	[6]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[90]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 21 (Will+5)	
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Hidden Lore (History B) {p. B199}	[8]
Psychology* (Human) {p. B216}	[1]
Archaeology {p. B176}	[1]

* +2 from 'Esmologist', +2 from 'Memetics', Cond. +1 from 'Sensitive' when you can converse with subject

ADVANTAGES

Name	Pts
Ally (Andrew H. Krane; 75% of starting points; 15 or less) {p. B36, P41}	[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}	[30]
Hobo Stan 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]
Indomitable (+3 vs. Entrailment, Hypnotism, memetics, psychotechnological Brain Hacking, Brainwashing, etc.) {p. B60}	[15]
Memetics 2 {p. MD16}	[20]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[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}	[3]
Roll to outwit: 16 (Public Speaking)	
Reputation +2 (Ad Men; 10 or less; Large class) {p. B27}	[2]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[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}	[15]
Sensitive {p. B51}	[5]
Roll to empathize: 16 (IQ)	
Special Rapport (Charley Helix) {p. B88, P77}	[5]

ADVANTAGES (continued)	
Name	Pts
Stoney 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]
Wealth (Comfortable) {p. B25}	[10]

PERKS	
Name	Pts
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 Dependents; Loved one) {p. B131}	[-20]
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Flashbacks (Mild) {p. B136}	[-5]
Guilt Complex {p. B137}	[-5]
Overconfidence (Stoney, 4 points Corruption; Accessibility (Only in Affairs of Counterintelligence and Magic) (+4); 9 or less) {p. B148}	[0]

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) {p. B176}	16	IQ+0	[1]
Area Knowledge (Southern California) {p. B176}	16	IQ+0	[1]
Area Knowledge (Utah) {p. B176}	16	IQ+0	[1]
Artist (Drawing) {p. B179}	15	IQ-1	[2]
Beam Weapons/TL7 (Projector) {p. B179}	12§	DX+1	[2]
Brainwashing/TL7 {p. B182}	16¶	IQ+0	[1]
Brawling {p. B182}	12**	DX+1	[2]
Parry: 9			
Current Affairs/TL7 (Headline News) {p. B186}	18‡	IQ+2	[1]
Current Affairs/TL7 (Popular Culture) {p. B186}	18‡	IQ+2	[1]
Detect Lies {p. B187}	16††	Per+0	[2]
Diplomacy {p. B187}	18††	IQ+2	[1]
Driving/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	[4]
Esmology {p. B175}	18‡	IQ+2	[8]
Expert Skill (Memetics) {p. B193}	18¶	IQ+2	[4]
Fast-Talk {p. B195}	18¶	IQ+2	[2]
Finance {p. B195}	18†	IQ+2	[2]
First Aid/TL7 (Human) {p. B195}	16	IQ+0	[1]
Guns/TL7 (Pistol) {p. B198}	12§	DX+1	[2]
Hidden Lore (History B) {p. B199}	18	IQ+2	[8]
Hobby Skill (Puppet-Making) {p. B200}	13§§	DX+2	[1]
Intelligence Analysis/TL7 {p. B201}	18‡	IQ+2	[4]
Leadership {p. B204}	18¶	IQ+2	[2]
Linguistics {p. B205}	15	IQ-1	[2]
Market Analysis {p. B207}	18†	IQ+2	[2]
Merchant {p. B209}	18¶¶	IQ+2	[1]
Mimicry (Speech) {p. B210}	16§§	IQ+0	[1]
Musical Composition {p. B210}	15	IQ-1	[2]
Performance {p. B212}	17§§	IQ+1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Politics {p. B215}	19††	IQ+3	[1]
Propaganda/TL7 {p. B216}	20***	IQ+4	[1]
Psychology (Human) {p. B216}	18†††	IQ+2	[1]
Public Speaking {p. B216}	16	IQ+0	[2]
Research/TL7 {p. B217}	16	IQ+0	[2]
Savoir-Faire (Corporate America) {p. B218}	16	IQ+0	[1]
Sleight of Hand {p. B221}	11	DX+0	[4]
Sociology {p. B221}	18††	IQ+2	[1]
Teaching {p. B224}	17¶	IQ+1	[1]
Theology (Mormonism) {p. B226}	14	IQ-2	[1]
Ventriloquism {p. B228}	16§§	IQ+0	[1]
Writing {p. B228}	15	IQ-1	[1]
* +1 from 'Business Acumen'	¶ +2 from 'Memetics'	§§ +2 from 'Puppetry'	
† +2 from 'Esmologist', +1 from 'Business Acumen'	** Cond. -2 from 'Bad Sight (Nearsighted)'	¶¶ +2 from 'Memetics', +1 from 'Business Acumen'	
‡ +2 from 'Esmologist'	†† +1 from 'Sensitive'	*** +2 from 'Esmologist', +2 from 'Memetics', +1 from 'Business Acumen'	
§ Cond. x2 from 'Bad Sight (Nearsighted)' when calculating range penalties	‡‡ +2 from 'Esmologist', +2 from 'Memetics'	††† +2 from 'Esmologist', +2 from 'Memetics', Cond. +1 from 'Sensitive' when you can converse with subject	

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 ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	-	-	
Brawling: Bite	12	-	1d-3 cr	C	-	-	
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) {p. B464} Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:53 Hnd/SR:0/4 HT:11f Move:4/64* Lwt:1.8 Load:0.6 SM:+3 Occ:1+4 DR:5 Range:500 Locations: GRW	15000	-
1	Pistol Ikoter (TL7)	13000	1.8 lb
4	Suitcase, Hard (TL5) {p. B288} Description: TL:5 Notes: Holds 100 lbs. DR 4 with key lock.	1000	32 lb
1	Walther PPK, .32 ACP (TL6) {p. HT101} Description: TL:6 LC:3 Ammo:0.2 lb. Damage:2d-1 pi- Acc:1 Range:120/1300 RoF:3 Shots:7+1(3) ST:7 Bulk:-1 Rcl:2 Skill:Guns (Pistol) Notes:[1], [1] No lanyard ring (p. 154).	480	1.7 lb

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