



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. +3 from 'Hobo Stan' when those who like hobo puppets, Cond. +3 from 'Enki' when those captivated by a creepy serpent puppet, Cond. +3 from 'Dragon Lady' when those enchanted by Chinese puppets, Cond. +3 from 'Stoney' when those impressed by a patriotic bird puppet, 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 ]

LANGUAGES (continued)

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

\* +3 from 'Enki'

† +2 from 'Esmologist', +2 from 'Memetics', +3 from 'Dragon Lady', 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. Entrhancement, 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 outfit: 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)	

ADVANTAGES (continued)	
Name	Pts
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 ]
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 (American Railroads) {p. B176}	15§	IQ-1	[ 0 ]
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}	19**	IQ+3	[ 1 ]
Brawling {p. B182}	12††	DX+1	[ 2 ]
Parry: 9			
Carousing {p. B183}	10§	HT-1	[ 0 ]
Cooking {p. B185}	14§	IQ-2	[ 0 ]
Current Affairs/TL7 (Headline News) {p. B186}	18‡	IQ+2	[ 1 ]
Current Affairs/TL7 (Popular Culture) {p. B186}	18‡	IQ+2	[ 1 ]
Defect 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}	18¶¶	Will+2	[ 4 ]
Enthrallment (Suggest) {p. B191}	18¶¶	Will+2	[ 4 ]
Enthrallment (Sway Emotions) {p. B191}	18¶¶	Will+2	[ 4 ]
Esmology {p. B175}	21***	IQ+5	[ 8 ]
Expert Skill (Memetics) {p. B193}	21†††	IQ+5	[ 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 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Hidden Lore (History B) {p. B199}	21¶¶	IQ+5	[ 8 ]
Hidden Lore (Hobo Lore) {p. B199}	14§	IQ-2	[ 0 ]
History (The Age of the American Hobo) {p. B200}	15§§§	IQ-1	[ 0 ]
Hobby Skill (Puppet-Making) {p. B200}	13¶¶¶	DX+2	[ 1 ]
Hypnotism (Human) {p. B201}	17****	IQ+1	[ 0 ]
Intelligence Analysis/TL7 {p. B201}	21††††	IQ+5	[ 4 ]
Interrogation {p. B202}	16**	IQ+0	[ 0 ]
Leadership {p. B204}	21†††	IQ+5	[ 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 ]
Occultism {p. B212}	14§§§§	IQ-2	[ 0 ]
Performance {p. B212}	17¶¶¶	IQ+1	[ 1 ]
Physics/TL7 (Parachronics) {p. B213}	13§§§§	IQ-3	[ 0 ]
Politics {p. B215}	19§§	IQ+3	[ 1 ]
Propaganda/TL7 {p. B216}	23¶¶¶¶	IQ+7	[ 1 ]
Psychology (Human) {p. B216}	21****	IQ+5	[ 1 ]
Public Speaking {p. B216}	16	IQ+0	[ 2 ]
Research/TL7 {p. B217}	16	IQ+0	[ 2 ]
Ritual Magic (MARPA) {p. B218}	14§§§§	IQ-2	[ 0 ]
Savoir-Faire (Corporate America) {p. B218}	16	IQ+0	[ 1 ]
Singing {p. B220}	12†††††	HT+1	[ 0 ]
Sleight of Hand {p. B221}	11	DX+0	[ 4 ]
Sociology {p. B221}	18§§	IQ+2	[ 1 ]
Survival (The Open Road) {p. B223}	14§	Per-2	[ 0 ]
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 'Esmologist', +2 from 'Memetics'	†††† +2 from 'Esmologist', +3 from 'Stoney'	
† +2 from 'Esmologist', +1 from 'Business Acumen'	¶¶ +3 from 'Enki'	‡‡‡ +2 from 'Memetics', +1 from 'Business Acumen'	
‡ +2 from 'Esmologist'	*** +2 from 'Esmologist', +3 from 'Enki'	§§§ +3 from 'Stoney'	
§ +3 from 'Hobo Stan'	††† +2 from 'Memetics', +3 from 'Stoney'	¶¶¶¶ +2 from 'Esmologist', +2 from 'Memetics', +1 from 'Business Acumen', +3 from 'Dragon Lady'	
¶ Cond. x2 from 'Bad Sight (Nearsighted)' when calculating range penalties	** +2 from 'Memetics', +3 from 'Dragon Lady'	**** +2 from 'Esmologist', +2 from 'Memetics', +3 from 'Dragon Lady', Cond. +1 from 'Sensitive' when you can converse with subject	
** +2 from 'Memetics', +3 from 'Dragon Lady'	†† Cond. -2 from 'Bad Sight (Nearsighted)'	††††† +2 from 'Puppetry', +3 from 'Dragon Lady'	
‡‡ +1 from 'Sensitive'	¶¶¶ +2 from 'Puppetry', +3 from 'Dragon Lady'		

TECHNIQUES			
Name	Level	Relative	Pts
Hypnotic Freeze (Hypnotism) {p. B229}	12*	def+3	[ 0 ]
* +3 from 'Enki'			

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

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
<b>Totals:</b>		<b>13480</b>	<b>3.5 lb</b>

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