



Name: Mary-Lynn Turner  
 Race: Human  
 Appearance:

Player: NPC  
 Ht: Wt:

Age: Spent: 263  
 Unspent: 10

### CHARACTER SHEET

<b>ST</b> 10 [ 0]	<b>HP</b> 10 [ 0]	<b>Basic Speed</b> 6.25 [ 0]
<b>DX</b> 13 [ 60]	<b>Will</b> 14 [ 5]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 13 [ 60]	<b>Per</b> 13 [ 0]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-2 <b>Sw</b> 1d

<b>TL</b> 7 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 12
Hearing 13	Fright Check 14	High Jump 2.17 ft
Touch 13	Consciousness 12	Broad Jump 3 yd

**HP** 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -12

<b>PARRY</b>	<b>PARRY</b>	<b>BLOCK</b>	<b>DODGE</b>	<b>DR</b>
9		7	9	0
DX		DX	None	Torso

### REACTION MODIFIERS

Appearance: +1\*  
 \* +1 from 'Appearance'  
 Status: +0  
 Other: +2†  
 † +2 from 'Charisma', Cond. +2 from 'Musical Ability', Cond. +2 from 'Sense of Duty (Friends and family)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance

### ADVANTAGES

Name	Pts
Appearance (Attractive) {p. B21}	[ 4]
Charisma 2 {p. B41}	[ 10]
Contact Group (Bay Area Music Scene; Effective Skill 15; 12 or less; Somewhat Reliable) {p. B44}	[ 20]
Contact Group (San Jose Airport Hilton Commercial Travelers; Effective Skill 15; 12 or less; Somewhat Reliable) {p. B44}	[ 20]
Fashion Sense {p. B21}	[ 5]
Intuition (Accessibility (Only in service of identifying "important" people) (+5); ESP) {p. B63, P56}	[ 6]
Roll to guess correctly: 13 (IQ)	
Musical Ability 2 {p. B90}	[ 10]
SCANATE Rank 1 (Hierarchical Position With Title, Typical Resources, Special Assets (Psychics)) {p. B29}	[ 3]
Serendipity 1 (ESP; Unconscious Only) {p. B83, P73}	[ 11]
Visions (Psi, Aspected to "People I care about") {p. PP39}	[ 8]
Roll: 11 (Vision)	

### DISADVANTAGES

Name	Pts
Sense of Duty (Friends and family; Small Group) {p. B153}	[ -5]
Squeamish (12 or less) {p. B156}	[ -10]
Truthfulness (12 or less) {p. B159}	[ -5]
Wealth (Struggling) {p. B25}	[ -10]
Xenophilia (12 or less) {p. B162}	[ -10]

### QUIRKS

Name	Pts
Dislikes French fries {p. B164}	[ -1]
Habit (Smokes) {p. B164}	[ -1]
Likes Judee Sill {p. B164}	[ -1]
Likes Mitch for some reason {p. B164}	[ -1]
Speaks freely	[ -1]

### SKILLS

Name	Level	Relative	Pts
Area Knowledge (Bay Area) {p. B176}	15	IQ+2	[ 4]
Bicycling {p. B180}	13	DX+0	[ 1]

### SKILLS (continued)

Name	Level	Relative	Pts
Carousing {p. B183}	14	HT+2	[ 4]
Current Affairs/TL7 (Popular Culture) {p. B186}	13	IQ+0	[ 1]
Dancing {p. B187}	12	DX-1	[ 1]
Detect Lies {p. B187}	12	Per-1	[ 2]
Diplomacy {p. B187}	12*	IQ-1	[ 2]
Driving/TL7 (Automobile) {p. B188}	12	DX-1	[ 1]
Expert Skill (Psionics) {p. B193}	11	IQ-2	[ 1]
Fast-Talk {p. B195}	8†	IQ-5	[ 2]
Guns/TL7 (Rifle) {p. B198}	13	DX+0	[ 1]
Hidden Lore (Ascended Masters) {p. B199}	12	IQ-1	[ 1]
Hiking {p. B200}	12	HT+0	[ 2]
Meditation {p. B207}	12	Will-2	[ 1]
Mind Block {p. B210}	13	Will-1	[ 1]
Musical Composition {p. B210}	14‡	IQ+1	[ 2]
Musical Influence {p. B210}	15‡	IQ+2	[ 8]
Musical Instrument (Guitar) {p. B211}	14‡	IQ+1	[ 2]
Naturalist (Earth) {p. B211}	11	IQ-2	[ 1]
Observation {p. B211}	12	Per-1	[ 1]
Occultism {p. B212}	12	IQ-1	[ 1]
Performance {p. B212}	14	IQ+1	[ 2]
Public Speaking {p. B216}	17§	IQ+4	[ 8]
Riding (Equines) {p. B217}	13	DX+0	[ 2]
Savoir-Faire (Boho) {p. B218}	14*	IQ+1	[ 2]
Sewing/TL7 {p. B219}	13	DX+0	[ 1]
Singing {p. B220}	17‡	HT+5	[ 8]
Streetwise {p. B223}	12*	IQ-1	[ 1]
Survival (Plains) {p. B223}	12	Per-1	[ 1]
Vision {p. PP39}	11	IQ-2	[ 1]

\* Cond. +2 from 'Charisma' when making Influence rolls  
 † -5 from 'Truthfulness', Cond. +2 from 'Charisma' when making Influence rolls  
 ‡ +2 from 'Musical Ability' § +2 from 'Charisma'

### POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[ 145]
Advantages, Perks	[ 97]
Disadvantages, Quirks	[ -45]
Skills, Techniques	[ 66]
<b>Total Points Spent:</b>	<b>263</b>
<b>Unspent Points:</b>	<b>10</b>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	–	1d-3 cr	C	–	–	
Kick	11	–	1d-2 cr	C,1	–	–	
Punch	13	9	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	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	9	8	7	6	5