



Name: Mitchell Jefferson Hort  
Race: Human  
Appearance:

Player: Jeff Wikstrom  
Ht:                      Wt:

Age:                      Spent: 573  
Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 10 [ 0]	<b>HP</b> 10 [ 0]	<b>Basic Speed</b> 5.25 [ 0]
<b>DX</b> 11 [ 20]	<b>Will</b> 16 [ 10]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 14 [ 80]	<b>Per</b> 15 [ 5]	<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 15	Taste/Smell 15	Death Check 10
Hearing 15	Fright Check 16	High Jump 1.67 ft
Touch 15	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	8	6	8	0
DX	Karate	DX	None	Torso

**REACTION MODIFIERS**

Appearance: +1\*  
\* +1 from 'Appearance'  
Status: +2†  
† +1 from 'Security Rank (SANDMAN Status)', +1 from 'School Rank'  
Other: -1‡  
‡ +1 from 'Charisma', -2 from 'Delusion (Increasing detachment from the day-to-day reality of the world of History A)', Cond. +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance, Cond. +2 from 'Sense of Duty (The Elderly)' when in dangerous situations if Sense of Duty is known, Cond. +2 from 'Sense of Duty (Fellow Illuminated)' when in dangerous situations if Sense of Duty is known

**LANGUAGES**

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

**TEMPLATES AND META-TRAITS**

Name	Pts
Project SANDMAN Lens {p. MD25}	[ 104]
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]
Alternate Identity (Matthew John Hearst; Legal) {p. B39}	[ 5]
Archaeology {p. B176}	[ 2]

**ADVANTAGES**

Name	Pts
Ally (Mary-Lynn Turner; 75% of starting points; 12 or less) {p. B36, P41}	[ 6]
Ally (Peter Mt. Shasta; 25% of starting points; 9 or less) {p. B36, P41}	[ 1]
Ally (School; 25% of starting points; 9 or less; Group Size (11-20)) {p. B36, P41}	[ 8]
Alternate Identity (Matthew John Hearst; Legal) {p. B39}	[ 5]
Appearance (Attractive) {p. B21}	[ 4]
Aura Sight (Common; Analysis Only; Analyzing; Cosmic: No die roll required; ESP; Reduced Time (+1); Sense-Based (One sense)) {p. B48, P47}	[ 48]
Roll to Perceive: 15 (Per), Roll to Analyze: 14 (IQ)	
Charisma 1 {p. B41}	[ 5]

**ADVANTAGES (continued)**

Name	Pts
Clairvoyance 23 (Psi; Accessibility: half power (Only above Altitudes of 10,000 Feet Above Sea Level) (+4); Costs FP (+6); Preparation Required (10 minutes)) {p. PP40-41}	[ 25]
Roll: 13 (Clairvoyance)	
Contact (Anna Turner; Effective Skill 15; 9 or less; Usually Reliable) {p. B44}	[ 4]
Contact (Don Kirshner; Effective Skill 18; 12 or less; Somewhat Reliable) {p. B44}	[ 6]
Contact (John Keel; Effective Skill 18; 12 or less; Somewhat Reliable) {p. B44}	[ 6]
Contact (Master Jiyu-Kennett; Effective Skill 18; 9 or less; Completely Reliable) {p. B44}	[ 9]
Contact (Ricky Jay; Effective Skill 18; 9 or less; Usually Reliable) {p. B44}	[ 6]
Contact (Vito Paulekas; Effective Skill 21; 6 or less; Somewhat Reliable) {p. B44}	[ 2]
Cure 1 (Psi; Takes Extra Time (+7); Unreliable/Activation (14 or less)) {p. PP46-47}	[ 4]
Roll: 14 (Cure)	
Detect (History B; Common; ESP; Precise; Uncontrollable (non-destructive power); Unreliable/Activation (14 or less)) {p. B48, P47}	[ 34]
Roll to Perceive: 15 (Per), Roll to Analyze: 14 (IQ)	
Fashion Sense {p. B21}	[ 5]
Illuminated (ESP) {p. B60}	[ 14]
Roll to Discern Illuminated event: 14 (IQ)	
Oracle (ESP) {p. B72, P65}	[ 14]
Roll to Discover: 15 (Per), Roll to Interpret: 14 (IQ)	
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[ 90]
Pyrokinesis 1 (Psi; Remove "Heat Only"; Uncontrollable (destructive power); Unreliable/Activation (14 or less)) {p. PP56-57}	[ 11]
Pyrokinesis 6 (Psi; Emergencies Only; Limited Use (1/day); Unreliable/Activation (14 or less)) {p. PP56-57}	[ 17]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[ 10]
Roll to Resist: 21 (Will+5)	
SCANATE Rank 1 (Hierarchical Position With Title, Typical Resources, Special Assets (Psychics), Uniqueness) {p. B29}	[ 3]
School Rank 3 (Hierarchical Position With Title, Typical Resources, Special Assets (Students)) {p. B29}	[ 6]
Security Rank (SANDMAN Administrative Rank) 1 {p. B29}	[ 5]
Security Rank (SANDMAN Status) +1 {p. B28}	[ 5]
Serendipity 2 {p. B83, P73}	[ 30]
Unusual Background (Psi) {p. B96}	[ 20]
Wealth (Comfortable) {p. B25}	[ 10]

**DISADVANTAGES**

Name	Pts
Amnesia (Partial) {p. B123}	[ -10]
Delusion (Increasing detachment from the day-to-day reality of the world of History A; Major; Fright Check) {p. B130}	[ 0]
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[ -20]
Phantom Voices (Annoying) {p. B148}	[ -5]
Sense of Duty (Fellow Illuminated; Large Group) {p. B153}	[ -10]
Sense of Duty (The Elderly; Large Group) {p. B153}	[ -10]
Weirdness Magnet {p. B162}	[ -15]

**QUIRKS**

Name	Pts
Avoids Eye Contact	[ -1]
Code of Honor (Take Care of Those Passed Out) {p. B164}	[ -1]
Delusion (Corruption Quirk: Detachment From Reality of History A) {p. B164}	[ 0]
Dislikes Uniformed Authority Figures {p. B164}	[ -1]
Minor Addiction (Alcohol)	[ -1]
Minor Post-Combat Shakes	[ -1]

SKILLS			
Name	Level	Relative	Pts
Archaeology {p. B176}	13	IQ-1	[ 2]
Area Knowledge (California) {p. B176}	15	IQ+1	[ 2]
Aura Sight (Analysis) {p. PP46}	15	IQ+1	[ 8]
Beam Weapons/TL7 (Rifle) {p. B179}	12	DX+1	[ 2]
Camouflage {p. B183}	15	IQ+1	[ 2]
Carousing {p. B183}	12	HT+2	[ 4]
Clairvoyance {p. PP40-41}	13	IQ-1	[ 2]
Climbing {p. B183}	11	DX+0	[ 2]
Cure {p. PP46-47}	14	IQ+0	[ 4]
Current Affairs/TL7 (Popular Culture) {p. B186}	15	IQ+1	[ 2]
Detect Lies {p. B187}	14	Per-1	[ 2]
Electronics Operation/TL7 (Surveillance) {p. B189}	14	IQ+0	[ 2]
Fast-Talk {p. B195}	14*	IQ+0	[ 2]
First Aid/TL7 (Human) {p. B195}	15	IQ+1	[ 2]
Fortune-Telling (Tarot) {p. B196}	15†	IQ+1	[ 2]
Guns/TL7 (Rifle) {p. B198}	12	DX+1	[ 2]
Hidden Lore (History B) {p. B199}	16	IQ+2	[ 8]
Hidden Lore (Mount Shasta Lore) {p. B199}	14	IQ+0	[ 2]
Hiking {p. B200}	10	HT+0	[ 2]
Intimidation {p. B202}	16*	Will+0	[ 2]
Karate {p. B203}	11	DX+0	[ 4]
Parry: 8			
Lockpicking/TL7 {p. B206}	14	IQ+0	[ 2]
Meditation {p. B207}	17	Will+1	[ 8]
Mimicry (Speech) {p. B210}	13	IQ-1	[ 2]
Musical Instrument (Guitar) {p. B211}	15	IQ+1	[ 8]
Observation {p. B211}	16‡	Per+1	[ 4]
Occultism {p. B212}	14	IQ+0	[ 2]
Pyrokinesis {p. PP56-57}	16	Will+0	[ 4]
Shadowing {p. B219}	15	IQ+1	[ 4]
Stealth {p. B222}	13	DX+2	[ 8]
Teaching {p. B224}	15	IQ+1	[ 4]
Tracking {p. B226}	14	Per-1	[ 1]
* Cond. +1 from 'Charisma' when making Influence rolls † +1 from 'Charisma'	‡ Cond. +2 from 'Detect (History B)' when intentionally seeking anything you can detect, Cond. +2 from 'Aura Sight' when intentionally seeking anything you can detect		

TECHNIQUES			
Name	Level	Relative	Pts
Illumination (Teaching) {p. B229}	12	def+3	[ 4]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 115]
Advantages, Perks		[ 412]
Disadvantages, Quirks		[ -55]
Skills, Techniques		[ 101]
<b>Total Points Spent:</b>		<b>573</b>
<b>Unspent Points:</b>		<b>0</b>

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

EQUIPMENT			
Qty	Item	Cost	Weight
5	Audio Bug (TL7) {p. HT208}	500	12.8 dr
1	Audio Transceiver (TL7) {p. HT209}	100	6 lb
1	Audio Transmitter (TL7) {p. HT209}	500	4 lb
1	Ballistic Vest (TL 8; TL8) {p. B284}	400	2 lb
	Description: TL:8 LC:3 DR:8/2* Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285.		
	Location: torso		
5	Contact Mike (TL7) {p. HT208}	200	12.8 dr
1	Laser Mike (TL7) {p. HT208}	5000	2 lb
5	Mini-Recorder (TL7) {p. B288}	1000	2.5 lb
	Description: TL:7 Notes: Palm-sized, with 3 hour tape (extra tapes are \$5).		
5	Phone Tap (TL7) {p. HT208}	500	12.8 dr
5	Pinhead Mike (TL7) {p. HT208}	100	12.8 dr
5	Spike Mike (TL7) {p. HT208}	250	2.5 lb
1	Tarot Deck (TL5)	10	4 oz

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