



Name: Peter Mt. Shasta  
Race: Human  
Appearance:

Player: NPC  
Ht: Wt:

Age: Spent: 175  
Unspent: 0

### CHARACTER SHEET

<b>ST</b> 11* [ 10]	<b>HP</b> 11 [ 0]	<b>Basic Speed</b> 5.5 [ 0]
<b>DX</b> 11 [ 20]	<b>Will</b> 14 [ 5]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 13 [ 60]	<b>Per</b> 13 [ 0]	<b>BL</b> 24 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1

\* Cond. -2 from 'Skinny' when you resist knockback

<b>TL</b> 7 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 11
Hearing 13	Fright Check 14	High Jump 1.67 ft
Touch 13	Consciousness 11	Broad Jump 2.33 yd

**HP** 3, 0, -11, -22, -33, -44, -55 **FP** 3, 0, -11

<b>PARRY</b>	<b>PARRY</b>	<b>BLOCK</b>	<b>DODGE</b>	<b>DR</b>
8		6	8	0
DX		DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: -1*	
* -1 from 'Delusion (Chosen By St.-Germain)', Cond. +2 from 'Sense of Duty (Pearl Dorris and followers)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Outdoorsman', Cond. +1 from 'Merchant' when buying or selling, Cond. -2 from 'Social Stigma (Freak)', Cond. -2 from 'Discipline of Faith (Mysticism)' when not a devout co-religionist	

CULTURAL FAMILIARITIES	
<b>Name</b>	<b>Pts</b>
Cultural Familiarity (Tibetan/Indian)	[ 1]

LANGUAGES			
<b>Name</b>	<b>Spoken</b>	<b>Written</b>	<b>Pts</b>
English (Native)	Native	Native	[ 0]
Hindi	Broken	Semi-Lit.	[ 2]
Lhasa Tibetan	Broken	Semi-Lit.	[ 2]

ADVANTAGES	
<b>Name</b>	<b>Pts</b>
Ally (Pearl Dorris; 50% of starting points; 9 or less; Special Abilities) {p. B36, P41}	[ 3]
Contact Group (New Age Community, Shasta; Effective Skill 12; 9 or less; Unreliable) {p. B44}	[ 3]
Illuminated {p. B60}	[ 15]
Roll to Discern Illuminated event: 13 (IQ)	
Medium {p. B68, P59}	[ 10]
Outdoorsman 1 {p. B90}	[ 10]
Visions (Aspected, people's true selves) (Psi) {p. PP39}	[ 8]
Roll: 16 (Vision)	
Visions (Dreams) (Psi) {p. PP39}	[ 5]
Roll: 16 (Vision)	
Visualization {p. B96, P87}	[ 10]
Roll to visualize: 13 (IQ)	

DISADVANTAGES	
<b>Name</b>	<b>Pts</b>
Delusion (Chosen By St.-Germain; Minor) {p. B130}	[ -5]
Discipline of Faith (Mysticism) {p. B132}	[ -10]
Pacifism (Cannot Harm Innocents) {p. B148}	[ -10]
Sense of Duty (Pearl Dorris and followers; Small Group) {p. B153}	[ -5]
Skinny {p. B18}	[ -5]
Social Stigma (Freak) {p. SU31}	[ -10]
Wealth (Struggling) {p. B25}	[ -10]
Weirdness Magnet {p. B162}	[ -15]

QUIRKS	
<b>Name</b>	<b>Pts</b>
Dreamer {p. B164}	[ -1]
Imaginative {p. B164}	[ -1]
Quiet	[ -1]
Sexless {p. B165}	[ -1]
Trademark (long hair and beard) {p. B164}	[ -1]

SKILLS			
<b>Name</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
Accounting {p. B174}	11	IQ-2	[ 1]
Acting {p. B174}	12	IQ-1	[ 1]
Administration {p. B174}	12	IQ-1	[ 1]
Area Knowledge (Mount Shasta) {p. B176}	14	IQ+1	[ 2]
Climbing {p. B183}	12	DX+1	[ 4]
Cooking {p. B185}	12	IQ-1	[ 1]
Current Affairs/TL7 (Supernatural) {p. B186}	13	IQ+0	[ 1]
Detect Lies {p. B187}	12	Per-1	[ 2]
Hidden Lore (I AM Lore) {p. B199}	14	IQ+1	[ 4]
Hidden Lore (Mount Shasta Lore) {p. B199}	14	IQ+1	[ 4]
Hidden Lore (Spirit Lore) {p. B199}	12	IQ-1	[ 1]
Hiking {p. B200}	12	HT+1	[ 4]
Intimidation {p. B202}	13	Will-1	[ 1]
Meditation {p. B207}	15	Will+1	[ 8]
Merchant {p. B209}	12	IQ-1	[ 1]
Naturalist (Earth) {p. B211}	14*	IQ+1	[ 4]
Occultism {p. B212}	13	IQ+0	[ 2]
Religious Ritual (I AM) {p. B217}	12	IQ-1	[ 2]
Research/TL7 {p. B217}	12	IQ-1	[ 1]
Savoir-Faire (New Age culture) {p. B218}	13	IQ+0	[ 1]
Streetwise {p. B223}	12	IQ-1	[ 1]
Survival (Mountain) {p. B223}	15*	Per+2	[ 4]
Teaching {p. B224}	13	IQ+0	[ 2]
Theology (Hinduism) {p. B226}	11	IQ-2	[ 1]
Theology (Tibetan Buddhism) {p. B226}	13	IQ+0	[ 4]
Tracking {p. B226}	14*	Per+1	[ 2]
Vision {p. PP39}	16	IQ+3	[ 16]
* +1 from 'Outdoorsman'			

POINTS SUMMARY	
<b>Basic Attributes, Secondary Characteristics</b>	<b>Pts</b> [ 105]
Advantages, Perks	[ 69]
Disadvantages, Quirks	[ -75]
Skills, Techniques	[ 76]
<b>Total Points Spent:</b>	<b>175</b>
<b>Unspent Points:</b>	<b>0</b>

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 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