



Name: Zeb
Race: Human
Appearance:

Player: NPC
Ht:

Wt:

Age:

Spent: 88
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 3.75 [-25]
DX 10 [0]	Will 13 [0]	Basic Move 3 [0]
IQ 13 [60]	Per 13 [0]	BL 20 lb (ST×ST)/5
HT 10* [0]	FP 8 [-6]	Thr 1d-2 Sw 1d

* Cond. +1 from 'Fit'

TL 7 [0]	SM +0
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Vision 13	Taste/Smell 13	Death Check 11*
Hearing 13	Fright Check 13	High Jump 8 in
Touch 13	Consciousness 11*	Broad Jump 1 yd

* +1 from 'Fit'

HP 3, 0, -10, -20, -30, -40, -50 **FP** 2, 0, -8

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

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +2*
* +1 from 'Social Regard (Venerated)', +1 from 'Charisma', Cond. +4 from 'Musical Ability', Cond. -2 from 'Social Stigma (Minority Group)', Cond. +2 from 'Sense of Duty (the Anunnaki)' when in dangerous situations if Sense of Duty is known, Cond. +2 from 'Sense of Duty (Dr. Marshall Redgrave and the Mission)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Memetics' when dealing with social groups

ADVANTAGES

Name	Pts
Charisma 1 {p. B41}	[5]
Contact Group (Folks From Around the Way; Effective Skill 12; 9 or less; Somewhat Reliable) {p. B44}	[5]
Fit {p. B55}	[5]
Social Regard 1 (Venerated) {p. B86}	[5]

DISADVANTAGES

Name	Pts
Alcoholism {p. B122}	[-15]
Amnesia (Total) {p. B123}	[45]
Detect (History B; Common) {p. B48, P47}	[20]
Roll to Perceive: 13 (Per), Roll to Analyze: 13 (IQ)	
Sense of Duty (the Anunnaki; Entire Race) {p. B153}	[-15]
Memetics 1 {p. MD16}	[10]
Unusual Background ("from History B") {p. B96}	[30]
Xenophilia (12 or less) {p. B162}	[-10]
Musical Ability 4 {p. B90}	[20]
Illuminated {p. B60}	[15]
Roll to Discern Illuminated event: 13 (IQ)	
Confused (9 or less) {p. B129}	[-15]
Flashbacks (World War I (implanted); Severe) {p. B136}	[-10]
Gluttony (12 or less) {p. B137}	[-5]
Sense of Duty (Dr. Marshall Redgrave and the Mission; Small Group) {p. B153}	[-5]
Social Stigma (Minority Group) {p. B155}	[-10]

QUIRKS

Name	Pts
Dreamer {p. B164}	[-1]
Dual Identity {p. SU33}	[-1]
Forgetful {p. SU33}	[-1]
Obsession (Gardening) {p. B164}	[-1]
Personality Change {p. B164}	[-1]

SKILLS

Name	Level	Relative	Pts
Amnesia			[33]
Climbing {p. B183}	9	DX-1	[1]
Disguise/TL7 (Human) {p. B187}	12	IQ-1	[1]
Enthrallment (Persuade) {p. B191}	12	Will-1	[2]
Enthrallment (Sway Emotions) {p. B191}	12	Will-1	[2]
Expert Skill (Memetics) {p. B193}	14*	IQ+1	[4]
Hidden Lore (History B) {p. B199}	14	IQ+1	[4]
Musical Composition {p. B210}	17†	IQ+4	[6]
Musical Influence {p. B210}	16†	IQ+3	[4]
Musical Instrument (Guitar) {p. B211}	17†	IQ+4	[4]
Public Speaking {p. B216}	14‡	IQ+1	[2]
Running {p. B218}	9	HT-1	[1]
Teaching {p. B224}	14*	IQ+1	[2]
Area Knowledge (Oakland) {p. B176}	14	IQ+1	[2]
Carousing {p. B183}	12	HT+2	[4]
Diplomacy {p. B187}	13§	IQ+0	[2]
Gardening {p. B197}	15	IQ+2	[4]
Naturalist (Earth) {p. B211}	12	IQ-1	[2]
Observation {p. B211}	14¶	Per+1	[4]
Panhandling {p. B212}	15‡	IQ+2	[2]
Soldier/TL6 {p. B221}	12	IQ-1	[1]
Streetwise {p. B223}	14**	IQ+1	[4]
Survival (Urban) {p. B223}	12	Per-1	[1]

* +1 from 'Memetics'	‡ +1 from 'Charisma'	¶ Cond. +2 from 'Detect (History B)' when intentionally seeking anything you can detect
† +4 from 'Musical Ability'	§ +1 from 'Memetics', Cond. +1 from 'Charisma' when making Influence rolls	** Cond. +1 from 'Charisma' when making Influence rolls

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[29]
Advantages, Perks	[20]
Disadvantages, Quirks	[-20]
Skills, Techniques	[59]
Total Points Spent:	88
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	–	1d-3 cr	C	–	–	
Kick	8	–	1d-2 cr	C,1	–	–	
Punch	10	8	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	3 yd	2 yd	1 yd	1 yd	1 yd
Jump	3 yd	2 yd	1 yd	1 yd	1 yd
Dodge	6	5	4	3	2