



CHARACTER SHEET

Name **Jai Thomason**
 Ht Wt
 Appearance

Player **Samjo**
 Size Modifier 0 Age 20

Point Total **275**
 Unspent Points 0

ST	10	[0]	HP	10	CURRENT	[0]
DX	12	[40]	Will	13		[15]
IQ	13	[60]	Per	14		[20]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Hundustani/Punjabi	(Accented)	(Accented)	[4]

DR	TL: 8	[0]
0	Cultural Familiarities	
	Indian/Hindi	[1]
	Western (Native)	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
0	Appearance:
	Status: +0
BLOCK	Other: +0
0	Conditional: +1 from 'Animal Friend', +1 from 'Merchant' when buying or selling

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 9
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 5

SKILLS			
Name	Level	Relative Level	
Animal Handling (Dogs)	13	IQ+0	[1]
Includes: +1 from 'Animal Friend'			
Animal Handling (Equines)	13	IQ+0	[1]
Includes: +1 from 'Animal Friend'			
Area Knowledge (Southern England)	13	IQ+0	[1]
Body Language (Human)	13	Per-1	[1]
Climbing	11	DX-1	[1]
Current Affairs/TL8 (Business)	13	IQ+0	[1]
Current Affairs/TL8 (Headline News)	13	IQ+0	[1]
Current Affairs/TL8 (Politics)	13	IQ+0	[1]
Current Affairs/TL8 (Science & Technology)	13	IQ+0	[1]
Electronics Operation/TL8 (Security)	14	IQ+1	[4]
Escape	10	DX-2	[1]
Filch	13	DX+1	[4]
First Aid/TL8 (Human)	13	IQ+0	[1]
Forced Entry	14	DX+2	[4]
Hidden Lore (Astral)	13	IQ+0	[2]
Lockpicking/TL8	13	IQ+0	[2]
Mental Strength	15	Will+2	[4]
Merchant	12	IQ-1	[1]
Mind Block	13	Will+0	[2]
Observation	15	Per+1	[4]
Occultism	12	IQ-1	[1]
Pickpocket	12	DX+0	[4]
Piloting/TL8 (Light Airplane)	12	DX+0	[2]
Pyrokinesis	16	IQ+3	[4]
Includes: +3 from 'Psychokinesis Talent'			
Riding (Horse)	12	DX+0	[1]
Includes: +1 from 'Animal Friend'			
Scrounging	16	Per+2	[4]
Search	13	Per-1	[1]
Smuggling	12	IQ-1	[1]

ADVANTAGES AND PERKS	
Administrative Rank 0	[0]
Animal Empathy	[5]
Animal Friend 1	[5]
Contact (Dev Ravi, Fence/Underworld) (Effective Skill 15) (15 or less; Usually Reliable)	[12]
Contact (Nora Danvers, Disease Control RA) (Effective Skill 12) (15 or less; Somewhat Reliable)	[3]
Patrons (E-Branch) (9 or less)	[10]
PK: Pyrokinesis 2	[28]
PK: TK Bullet 1 (Alternative Ability)	[1]
PK: TK Grab (3/6/10/19/26 lbs) 4	[28]
PK: Walk on Air	[18]
Psychokinesis Talent 3	[15]
Security Clearance (Limited MI-6) ("Need to know" access to a narrow range of secrets)	[5]
Call of the Wild	[1]
PK: Gecko Grip	[1]
PK: Ignition	[1]
DISADVANTAGES AND QUIRKS	
Charitable (12 or less)	[-15]
Duty (E-Branch) (15 or less (almost always) (Extremely Hazardous)	[-20]
Greed (12 or less)	[-15]
Kleptomania (12 or less)	[-15]
Oblivious	[-5]
Secret (Psi) (Utter Rejection)	[-10]
Ducks personal questions	[-1]
Weirdly androgynous	[-1]

SKILLS (continued)

Name	Level	Relative Level	
Stealth	12	DX+0	[2]
TK Bullet	15	IQ+2	[2]
Includes: +3 from 'Psychokinesis Talent'			
TK Grab	15	IQ+2	[2]
Includes: +3 from 'Psychokinesis Talent'			
Traps/TL8	12	IQ-1	[1]
Veterinary/TL8	12	IQ-1	[1]
Includes: +1 from 'Animal Friend'			
Techniques			
Expanded Area (Pyrokinesis)	11		[0]
Flat Edge (TK Bullet)	11		[0]
Mass Grab (TK Grab)	8		[0]
Rapid Fire (TK Bullet)	8		[0]
Sharp Edge (TK Bullet)	11		[0]
Silencer (TK Bullet)	13		[0]
~NOTE: CP may be spent for 0			[0]
a coincidence (1-3 pts			
depending on how major) or			
to retroactively alter a roll			
(Crit Fail to Failure = 2 pts;			
Failure to Success = 1 pt;			
Success to Crit Success = 2			
pts)			