

Portrait 	<b>Identity</b>	<b>Player Information</b>	<b>175 Points</b>
	Name: <b>Jesse</b> Title: _____ Religion: _____	Player: <b>Zachary Sims</b> Campaign: _____ Created On: <b>Apr 28, 2014</b>	Race: <b>0</b> Attributes: <b>85</b> Advantages: <b>111</b> Disadvantages: <b>-79</b> Quirks: <b>-1</b> Skills: <b>59</b> Spells: <b>0</b> Earned: <b>0</b>
<b>Description</b>			
Race: <b>Human</b>	Height: <b>69 in</b>	Hair: <b>Dark Brown, Straight, Short</b>	
Gender: <b>Male</b>	Weight: <b>150 lb</b>	Eyes: <b>Blue</b>	
Age: <b>20</b>	Size: <b>+0</b>	Skin: <b>Pale</b>	
Birthday: <b>February 12</b>	TL: <b>9</b>	Hand: <b>Right</b>	

<b>Attributes</b>	<b>Encumbrance, Move &amp; Dodge</b>	<b>Hit Location</b>	<b>Fatigue/Hit Points</b>																																																																																																														
Strength (ST): <b>12</b> Dexterity (DX): <b>11</b> Intelligence (IQ): <b>12</b> Health (HT): <b>10</b> Will: <b>10</b> Fright Check: <b>12</b> Basic Speed: <b>5.25</b> Basic Move: <b>5</b> Perception: <b>11</b> Vision: <b>11</b> Hearing: <b>11</b> Taste & Smell: <b>11</b> Touch: <b>11</b> thr: <b>1d-1</b> sw: <b>1d+2</b>	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td><b>29 lb</b></td> <td><b>5</b></td> <td><b>10</b></td> </tr> <tr> <td>Light (1)</td> <td><b>58 lb</b></td> <td><b>4</b></td> <td><b>9</b></td> </tr> <tr> <td>Medium (2)</td> <td><b>87 lb</b></td> <td><b>3</b></td> <td><b>8</b></td> </tr> <tr> <td>Heavy (3)</td> <td><b>174 lb</b></td> <td><b>2</b></td> <td><b>7</b></td> </tr> <tr> <td>X-Heavy (4)</td> <td><b>290 lb</b></td> <td><b>1</b></td> <td><b>6</b></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td><b>29 lb</b></td> </tr> <tr> <td>One-Handed Lift:</td> <td><b>58 lb</b></td> </tr> <tr> <td>Two-Handed Lift:</td> <td><b>232 lb</b></td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td><b>348 lb</b></td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td><b>696 lb</b></td> </tr> <tr> <td>Carry On Back:</td> <td><b>435 lb</b></td> </tr> <tr> <td>Shift Slightly:</td> <td><b>1,450 lb</b></td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	<b>29 lb</b>	<b>5</b>	<b>10</b>	Light (1)	<b>58 lb</b>	<b>4</b>	<b>9</b>	Medium (2)	<b>87 lb</b>	<b>3</b>	<b>8</b>	Heavy (3)	<b>174 lb</b>	<b>2</b>	<b>7</b>	X-Heavy (4)	<b>290 lb</b>	<b>1</b>	<b>6</b>	Lifting & Moving Things		Basic Lift:	<b>29 lb</b>	One-Handed Lift:	<b>58 lb</b>	Two-Handed Lift:	<b>232 lb</b>	Shove & Knock Over:	<b>348 lb</b>	Running Shove & Knock Over:	<b>696 lb</b>	Carry On Back:	<b>435 lb</b>	Shift Slightly:	<b>1,450 lb</b>	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>4</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>12</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>2</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>1</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>12</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	4	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	12	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	2	16	Foot	-4	1	17-18	Neck	-5	0	-	Vitals	-3	12	<table border="1"> <tbody> <tr> <td>Current FP: _____</td> </tr> <tr> <td>Basic FP: <b>10</b></td> </tr> <tr> <td>Tired: <b>3</b></td> </tr> <tr> <td>Collapse: <b>0</b></td> </tr> <tr> <td>Unconscious: <b>-10</b></td> </tr> <tr> <td>Current HP: _____</td> </tr> <tr> <td>Basic HP: <b>12</b></td> </tr> <tr> <td>Reeling: <b>3</b></td> </tr> <tr> <td>Collapse: <b>0</b></td> </tr> <tr> <td>Check #1: <b>-12</b></td> </tr> <tr> <td>Check #2: <b>-24</b></td> </tr> <tr> <td>Check #3: <b>-36</b></td> </tr> <tr> <td>Check #4: <b>-48</b></td> </tr> <tr> <td>Dead: <b>-60</b></td> </tr> </tbody> </table>	Current FP: _____	Basic FP: <b>10</b>	Tired: <b>3</b>	Collapse: <b>0</b>	Unconscious: <b>-10</b>	Current HP: _____	Basic HP: <b>12</b>	Reeling: <b>3</b>	Collapse: <b>0</b>	Check #1: <b>-12</b>	Check #2: <b>-24</b>	Check #3: <b>-36</b>	Check #4: <b>-48</b>	Dead: <b>-60</b>
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<b>Advantages &amp; Disadvantages</b>	<b>Pts</b>	<b>Ref</b>	<b>Skills</b>	<b>SL</b>	<b>RSL</b>	<b>Pts</b>	<b>Ref</b>
<b>Warp</b> Range Limit (10 yards), -50%; Blink, +25%.	<b>75</b>	<b>B97</b>	<b>Detect Lies</b>	<b>14</b>	<b>Per+3</b>	<b>4</b>	<b>B187</b>
<b>Alcohol Tolerance</b>	<b>1</b>	<b>B100</b>	<b>Guns/TL8 (Pistol)</b>	<b>13</b>	<b>DX+2</b>	<b>4</b>	<b>B198</b>
<b>Combat Reflexes</b> Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	<b>15</b>	<b>B43</b>	<b>Guns/TL9 (Pistol)</b>	<b>11</b>	<b>DX+0</b>	<b>1</b>	<b>B198</b>
<b>Empathy</b>	<b>15</b>	<b>B51</b>	<b>Knife</b>	<b>14</b>	<b>DX+3</b>	<b>8</b>	<b>B208</b>
<b>Magery</b>	<b>5</b>	<b>B66</b>	<b>Mind Block</b>	<b>11</b>	<b>Will+1</b>	<b>4</b>	<b>B210</b>
<b>Dreamer</b>	<b>-1</b>	<b>B164</b>	<b>Pickpocket</b>	<b>10</b>	<b>DX-1</b>	<b>2</b>	<b>B213</b>
<b>Magic Suceptibility 3</b>	<b>-9</b>	<b>B143</b>	<b>Intimidation</b>	<b>11</b>	<b>Will+1</b>	<b>4</b>	<b>B202</b>
<b>Selfless</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B153</b>	<b>Fast-Draw (Knife)</b>	<b>13</b>	<b>DX+2</b>	<b>2</b>	<b>B194</b>
<b>Stubbornness</b>	<b>-5</b>	<b>B157</b>	<b>Lockpicking/TL8</b>	<b>13</b>	<b>IQ+1</b>	<b>4</b>	<b>B206</b>
<b>Nightmares</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B144</b>	<b>Acrobatics</b>	<b>11</b>	<b>DX+0</b>	<b>4</b>	<b>B174</b>
<b>Wealth (Poor)</b>	<b>-15</b>	<b>B25</b>	<b>Fast-Talk</b>	<b>13</b>	<b>IQ+1</b>	<b>4</b>	<b>B195</b>
<b>Colorblindness</b>	<b>-10</b>	<b>B127</b>	<b>Cloak</b>	<b>11</b>	<b>DX+0</b>	<b>2</b>	<b>B184</b>
<b>Insomniac (Mild)</b> GM secretly rolls 3d for the number of days between episodes	<b>-10</b>	<b>B140</b>	<b>Stealth</b>	<b>11</b>	<b>DX+0</b>	<b>2</b>	<b>B222</b>
<b>Charitable</b> CR: 12 (Quite Often).	<b>-15</b>	<b>B125</b>	<b>Karate</b>	<b>11</b>	<b>DX+0</b>	<b>4</b>	<b>B203</b>
<b>Guilt Complex</b>	<b>-5</b>	<b>B137</b>	<b>Aggressive Parry (Karate Parry)</b>	<b>10</b>	<b>+0</b>	<b>4</b>	<b>MA65</b>
			<b>Disarming (Karate)</b>	<b>14</b>	<b>+3</b>	<b>4</b>	<b>B230</b>
			<b>Sweeping Kick (Karate)</b>	<b>9</b>	<b>-2</b>	<b>2</b>	<b>B232, MA81</b>

<b>Melee Weapons</b>	<b>Usage</b>	<b>Lvl</b>	<b>Parry</b>	<b>Block</b>	<b>Damage</b>	<b>Reach</b>	<b>ST</b>
<b>Hatchet</b>	<b>Swung</b>	<b>6</b>	<b>8</b>	<b>No</b>	<b>1d+2 cut</b>	<b>1</b>	<b>8</b>
<b>Large Knife</b>	<b>Swung</b>	<b>14</b>	<b>11</b>	<b>No</b>	<b>1d cut</b>	<b>C,1</b>	<b>6</b>
<b>Large Knife</b>	<b>Thrust</b>	<b>14</b>	<b>11</b>	<b>No</b>	<b>1d-1 imp</b>	<b>C</b>	<b>6</b>
<b>Light Cloak</b>		<b>10</b>	<b>No</b>	<b>10</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>Natural</b>	<b>Kick</b>	<b>9</b>	<b>No</b>		<b>1d cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>9</b>	<b>No</b>		<b>1d+1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>11</b>	<b>10</b>		<b>1d-1 cr</b>	<b>C</b>	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Auto Pistol, .44M		13	2	3d pi+	230/2500	3	9+1(3)	-3	4	12
Hatchet	Thrown	7	1	1d+2 cut	18/30	1	T(1)	-2		8
Large Knife	Thrown	7	+ 0	1d-1 imp	9/18	1	T(1)	-2		6
Light Cloak	Thrown	11	+ 1	Special	2	1	T(1)	-4		5
Needle Pistol, 5mm		0		HT-2 aff						
Needle Pistol, 5mm		13	1	1d-1 pi	100/390	1	25+1(3)	-3	2	5

Equipment (28.517 lb; \$2,999.5)	?	#	\$	W	\$	W	Ref
Leather Gloves	E	1	30	0 lb	30	0 lb	B284
Face Mask	E	1	100	2 lb	100	2 lb	B284
Ballistic Vest	E	1	400	2 lb	400	2 lb	B284
Auto Pistol, .44M	E	1	750	4.5 lb	750	4.5 lb	B278
Light Cloak	E	1	20	2 lb	20	2 lb	B287
Shoes	E	1	40	2 lb	40	2 lb	B284
▽ Leather Belt	E	1	5	0.25 lb	1,127	2.062 lb	
Large Knife	E	1	40	1 lb	40	1 lb	B272
▽ Pouch, Small	E	1	10	0.5 lb	1,082	0.812 lb	B288
Gold Coin	E	10	80	0.004 lb	800	0.04 lb	B264
Silver Coin	E	68	4	0.004 lb	272	0.272 lb	B264
▽ Backpack, Small	E	1	60	3 lb	532.5	13.955 lb	B288
Needle Pistol, 5mm	E	1	200	2.1 lb	200	2.1 lb	IW200
5mm Airdart clip	E	1	18	1.1 lb	18	1.1 lb	IW200
Matches, Waterproof Box of 50	E	1	1.5	0.051 lb	1.5	0.051 lb	B288
Water Purification Tablets Bottle of 50; Purifies 1 quart each	E	1	5	0.1 lb	5	0.1 lb	B288
Traveler's Rations One meal	E	4	2	0.5 lb	8	2 lb	B288
Compass	E	1	50	0.144 lb	50	0.144 lb	B288
Ointment: Healing	E	1	120	0.2 lb	120	0.2 lb	M217
Hatchet	E	1	40	2 lb	40	2 lb	B271
Flashlight, Mini 15' beam, lasts 1 hour	E	1	10	0.25 lb	10	0.25 lb	B288
Cigarette Lighter	E	1	10	0.01 lb	10	0.01 lb	B288
▽ Canteen	E	1	10	1 lb	10	3 lb	B288
Water, 1 pint	E	1	0	2 lb	0	2 lb	

### Notes

The planet is based on a scenario where magic users are persecuted against.

The people who "contracted" the "magic virus" (They don't apprehend the magic willingly; they appear to receive the magic by chance or genetically) suffer symptoms such as colorblindness (no known explanation of this is known on the planet). The people with the "magic virus" don't usually show colorblindness until they are about 6 years old.

The government has exiled the magic users into the poor district of the city and has restricted many of their rights (including rights to most weapons). No government positions are given to the people who use magic. The poor district is like a whole different world compared to the main city district (where the people without powers reside). The poor district is almost completely socially, economically, and physically separated from the city district. They are pretty much banished from the government. The poor district no longer uses paper money or any other form of currency other than bartering and using gold and silver. The poor district is close to an anarchy with small colonies of tents which look like small circuses (except with gambling, prostitution and no color).

Each of the magic users usually focus on their own individual powers and wind up having to learn mortal forms of combat as well. Magic users have to fend for themselves and for their families since the crime rates in the poor district are through the roof and people don't trust each other much, so finding ways to con people or steal by force is crucial to survive.

Technology in the poor district varies depending on how lucky people are to scavenge high tech equipment or steal technology from others. Education is also another luck factor though it's somewhat more easy to acquire since knowledge for most youth is passed down by their parents.

The magic that is used depends on the family that you are raised in. If your parents use elemental magic, then likely you will

learn elemental magic, and so on and so forth.

Jesse specifically learned his abilities from his parents and used his skills and abilities mainly for theft, he never learned any other way to survive, though he was okay with stealing to survive. His problems came when he started getting conned out of some of the things he stole, so he started to find ways to bust con artists, and wasn't afraid to kill them if something about them seemed off. He started doing group theft runs. Though, in one, one of his comrades betrayed him and tried to kill him, though Jesse prevented that and killed the traitor (from whom he acquired his mask, and he used that to help hide his identity from the people that he robbed, not that many of them cared enough to try and hunt him down, he still didn't want to take the risk - the mask looked awesome anyways)

After he decided that it was time to leave home, Jesse became a wanderer, and decided to try and pursue a broader destiny.