



CHARACTER SHEET

Name Nigel McAllister
 Ht Wt
 Appearance

Player Scott
 Size Modifier 0 Age 45

Point Total 275
 Unspent Points 0

ST	9	[-10]	HP	9	CURRENT	[0]
DX	12	[40]	Will	13		[15]
IQ	13	[60]	Per	14		[20]
HT	12	[20]	FP	12	CURRENT	[0]

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 6	Dodge 9
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS	
Administrative Rank 1	[5]
PA: Adjustment 3	[18]
PA: Combat Sense 1	[24]
PA: Curse 3	[26]
PA: Second Chance 1	[12]
Patrons (E-Branch) (9 or less)	[10]
Probability Alteration Talent 4	[20]
Security Clearance (Limited MI-6) ("Need to know" access to a narrow range of secrets)	[5]
Voice	[10]
PA: Good Neighbor	[1]
PA: Karma Bank	[1]
PA: Loaded Dice	[1]

DISADVANTAGES AND QUIRKS	
Bad Back (Mild)	[-15]
Code of Honor (Chivalry)	[-15]
Duty (E-Branch) (15 or less (almost always)) (Extremely Hazardous)	[-20]
Gregarious	[-10]
Secret (Psi) (Utter Rejection)	[-10]
Sense of Duty (King and Countrymen) (Large Group)	[-10]
Truthfulness (12 or less)	[-5]
Has a drink every day	[-1]
Quotes John Wayne	[-1]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Russian/Ukrainian	(Accented)	(Accented)	[4]

DR	TL: 8	[0]
0	Cultural Familiarities	
	Russian	[1]
	Western (Native)	[0]

PARRY	Reaction Modifiers
0	Appearance:
	Status: +0
	Other: +0
BLOCK	Conditional: +2 from 'Sense of Duty (King and Countrymen)' when in dangerous situations if Sense of Duty is known, +2 from 'Voice' when your voice can be heard, +1 from 'PA: Good Neighbor' when dealing with neighbors
0	

SKILLS			
Name	Level	Relative Level	
Adjustment	15	IQ+2	[1]
Includes: +4 from 'Probability Alteration Talent'			
Administration	13	IQ+0	[2]
Area Knowledge (Earth)	14	IQ+1	[2]
Area Knowledge (Southern England)	13	IQ+0	[1]
Body Language (Human)	13	Per-1	[1]
Combat Sense	15	IQ+2	[1]
Includes: +4 from 'Probability Alteration Talent'			
Criminology/TL8	13	IQ+0	[2]
Current Affairs/TL8 (Headline News)	13	IQ+0	[1]
Current Affairs/TL8 (People)	13	IQ+0	[1]
Current Affairs/TL8 (Politics)	13	IQ+0	[1]
Current Affairs/TL8 (Travel)	13	IQ+0	[1]
Curse	15	IQ+2	[1]
Includes: +4 from 'Probability Alteration Talent'			
Detect Lies	13	Per-1	[2]
Diplomacy	15	IQ+2	[4]
Includes: +2 from 'Voice'			
Driving/TL8 (Automobile)	12	DX+0	[2]
Expert Skill (Psionics)	12	IQ-1	[2]
Fast-Talk	9	IQ-4	[1]
Includes: -5 from 'Truthfulness', +2 from 'Voice'			
First Aid/TL8 (Human)	14	IQ+1	[2]
Gambling	12	IQ-1	[1]
Conditional: +1 from 'PA: Loaded Dice' when playing games of pure chance			
Hidden Lore (ADPE)	14	IQ+1	[4]
Hidden Lore (Affiliate)	13	IQ+0	[2]
Hidden Lore (Astral)	13	IQ+0	[2]
Hidden Lore (Demons)	13	IQ+0	[2]
Hidden Lore (Spirits)	13	IQ+0	[2]
Hidden Lore (Wamphyri)	13	IQ+0	[2]
Intelligence Analysis/TL8	13	IQ+0	[4]

SKILLS (continued)

Name	Level	Relative Level	
Interrogation	13	IQ+0	[2]
Intimidation	12	Will-1	[1]
Leadership	13	IQ+0	[2]
Mental Strength	15	Will+2	[4]
Mind Block	13	Will+0	[2]
Observation	15	Per+1	[4]
Occultism	13	IQ+0	[2]
Public Speaking	14	IQ+1	[1]
Includes: +2 from 'Voice'			
Research/TL8	13	IQ+0	[2]
Search	15	Per+1	[4]
Second Chance	15	IQ+2	[1]
Includes: +4 from 'Probability Alteration Talent'			
Tactics	13	IQ+0	[4]
Techniques			
Cursing (Adjustment)	5		[0]
Delayed Effect (Curse)	10		[0]
Remove Curse (Curse)	14		[0]
Transference (Second Chance)	7		[3]
~NOTE: CP may be spent for 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)			[0]