

	Identity Name: Ted Mellerson Title: Timesight Religion:	Player Information Player: Anders Campaign: Created On: 04-02-2011	500 Points Attributes: 200 Advantages: 373 Disadvantages: -150 Quirks: -5 Skills: 83 Spells: 0 Race: 0 Earned: -1
	Description Race: Human Height: 6' Hair: Brown, Wavy, Medium Gender: Male Weight: 171 lb Eyes: Brown Age: 24 Size: + 0 Skin: Light Tan Birthday: juli 15 TL: 8 Hand: Right		

Attributes Strength (ST): 10 Dexterity (DX): 15 Intelligence (IQ): 13 Health (HT): 13 Will: 14 Fright Check: 16 Basic Speed: 7 Basic Move: 7 Perception: 14 Vision: 15 Hearing: 14 Taste & Smell: 14 Touch: 14 thr: 1d-2 sw: 1d	Encumbrance, Move & Dodge <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>20 lb</td> <td>7</td> <td>14</td> </tr> <tr> <td>Light (1)</td> <td>40 lb</td> <td>5</td> <td>13</td> </tr> <tr> <td>Medium (2)</td> <td>60 lb</td> <td>4</td> <td>12</td> </tr> <tr> <td>Heavy (3)</td> <td>120 lb</td> <td>2</td> <td>11</td> </tr> <tr> <td>X-Heavy (4)</td> <td>200 lb</td> <td>1</td> <td>10</td> </tr> </tbody> </table> Lifting & Moving Things Basic Lift: 20 lb One-Handed Lift: 40 lb Two-Handed Lift: 160 lb Shove & Knock Over: 240 lb Running Shove & Knock Over: 480 lb Carry On Back: 300 lb Shift Slightly: 1 lb	Level	Max Load	Move	Dodge	• None (0)	20 lb	7	14	Light (1)	40 lb	5	13	Medium (2)	60 lb	4	12	Heavy (3)	120 lb	2	11	X-Heavy (4)	200 lb	1	10	Hit Location <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>0</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>0</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>0</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>0</td></tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	1	17-18	Neck	-5	0	-	Vitals	-3	0	Fatigue/Hit Points Current FP: Basic FP: 13 Tired: 4 Collapse: 0 Unconscious: -13 Current HP: Basic HP: 10 Reeling: 3 Collapse: 0 Check #1: -10 Check #2: -20 Check #3: -30 Check #4: -40 Dead: -50
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Advantages & Disadvantages Power Talent 4 20 Ref Temporal Senses 322 Power Modifier (Super), -10%. Precognition 128 B77 One Event (Self Only), -40%; Directed, +100%; Cosmic (No Die Roll), +100%; No FP Cost, +20%; Reduced Time 10, +200%; Reflexive, +40%. Enhanced Dodge 3 41 B51 Enhanced Time Sense 41 B52 Psychometry 34 B78 Directed, +50%; Sensitive, +30%. Visualization 28 B96 Reliable 10, +50%; Reduced Time 7, +140%. Luck 27 B66 Extraordinary (Usable once per 30 min of play), +30. Gunslinger 23 B58 Ambidexterity 5 B39 Dual-Weapon Attack (SMG) 5 GF31 Appearance, Attractive 4 B21 Signature Gear: Guns & Ammo 4 B85 Acute Vision 1 2 B35 Weapon Bond 2 2 MA52 Area Defense (11 + RoF bonus) 1 GF17 Army of One 1 GF17 Concealed Carry Permit 1 GF20 Eye for Distance 1 PU:13 Infinite Ammunition 1 GF20 Quasi-Realistic Ammo Masked 1 Sup30 Style Familiarity 1 MA49 Tracer Eyes (+1 to skill with RoF 3+) 1 GF20 Walking Armoury 1 GF20	Skills Future Kill Blind Fighting 15 Per+1 1 B180 Fast-Draw 16 DX+1 1 B194 SMG Holdout 12 IQ-1 1 B200 Meditation 12 Will-2 1 B207 Armoury 12 IQ-1 1 B178 Small Arms Jumping 16 DX+1 2 B203 Zen Marksmanship 14 IQ+1 1 H250 SMG Gunner 17 DX+2 4 B198 Machine Gun Observation 15 Per+1 4 B211 Stealth 17 DX+2 4 B222 Acrobatics 16 DX+1 8 B174 Guns (SMG) 18 DX+3 8 B198 Occult Investigator Area Knowledge 13 IQ+0 1 B176 City Body Language 13 Per-1 1 B181 Computer Operation 13 IQ+0 1 B184 Criminology 12 IQ-1 1 B186 Driving 14 DX-1 1 B188 Motorcycle Electronics Operation 12 IQ-1 1 B189 Psychtronics Expert Skill 11 IQ-2 1 B193 Psionics Fast-Talk 12 IQ-1 1 B195 Hidden Lore 12 IQ-1 1 B199 Conspiracies Intelligence Analysis 11 IQ-2 1 B201 Interrogation 12 IQ-1 1 B202
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Advantages & Disadvantages	Pts	Ref
Attentive	-1	B163
Broad-Minded	-1	B163
Dislikes games of pure chance	-1	B164
Humble	-1	B164
Like guns	-1	B164
Bloodlust (CR:15)	-5	B125
Compulsive Gambling (CR:12)	-5	B128
Curious (CR:12)	-5	B129
Delusion (Aces are superior to nats)	-5	B130
Flashbacks (Mild-2, 2D seconds)	-5	B136
Guilt Complex	-5	B137
Intolerance (Abuse of Power)	-5	B140
Nightmares (CR:12)	-5	B144
Overconfidence (CR:12)	-5	B148
Selfless (CR:12)	-5	B153
Workaholic	-5	B162
Xenophilia (CR:15)	-5	B162
Bad Sight (Farsighted) Mitigator (Glasses), -60%.	-10	B123
Code of Honor (Private Investigator)	-10	B127
Duty (Clients) FR: 9, -5; Extremely Hazardous, -5.	-10	B133
Enemy (evil org) Medium Group, -20; FR: 6, x0,5; Hunter, x1.	-10	B135
Obsession (stamp out super villainy)	-10	B146
Pacifism: Cannot Harm Innocents	-10	B148
Sense of Duty (Law-Abiding Citizens)	-10	B153
Secret Identity (Timesight) Imprisonment, -20.	-20	B152

Skills	SL	RSL	Pts	Ref
Intimidation	13	Will-1	1	B202
Lockpicking	12	IQ-1	1	B206
Occultism	12	IQ-1	1	B212
Photography	12	IQ-1	1	B213
Research	12	IQ-1	1	B217
Savoir-Faire Police	13	IQ+0	1	B218
Search	13	Per-1	1	B219
Shadowing	13	IQ+0	1	B219
Strategy (Land)	15	IQ+2	1	B222
Streetwise	12	IQ-1	1	B223
Tracking	17	Per+3	1	B226
Urban Survival	13	Per-1	1	B228
Tactics	17	IQ+4	4	B224
Climbing	14	DX-1	1	B183
Throwing	14	DX-1	1	B226
Thrown Weapon Knife	15	DX+0	1	B226
Judo	15	DX+0	4	B203
Boxing	16	DX+1	4	B182
Gambling	16	IQ+3	1	B197
Mind Block	15	Will+1	4	B210
Two-Handed Sword	16	DX+1	4	B209

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Katana Using Two-Handed Sword skill. Ornate.	Swung	17	12	No	1d+4 cut	1,2	10†
Katana Using Two-Handed Sword skill. Ornate.	Thrust	17	12	No	1d+1 imp	1	10†
Natural	Kick	13	No		1d-2 cr	C,1	
Natural	Kick w/Boots	13	No		1d-1 cr	C,1	
Natural	Punch	16	12		1d-2 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
MP5/40A3 Very Fine. Muzzle Weight: +1 to skill with RoF 3+. IR Integrated Laser. 7,7 lb		20	7	3d-1 pi+	190/2000	6/13	30+1(3)	-4*	2	8†

Equipment (15,8 lb; \$48.980)	?	#	\$	W	\$	W	Ref
▼ Coat, Long Holdout +4.	E	1	50	5 lb	47.430	13,3 lb	ACT1:31
Katana Using Two-Handed Sword skill. Ornate.	E	1	5.200	5 lb	5.200	5 lb	B274
▼ Clothing, Ordinary Undercover, +2 holdout.	E	1	2.400	2 lb	42.180	3,3 lb	ACT1:31
▼ Signature Gear	E	1	11.020	0 lb	39.780	1,3 lb	
▼ Holster, Undercover (2) Cutting-Edge, Fine Quality. +3 to Holdout	E	1	5.250	1,3 lb	24.700	1,3 lb	
MP5/40A3 Very Fine. Muzzle Weight: +1 to skill with RoF 3+. IR Integrated Laser. 7,7 lb	E	2	9.725	0 lb	19.450	0 lb	HT123
MP5/40A3 Ammo Clips Match-Grade	E	30	58	0 lb	1.740	0 lb	

Equipment (15,8 lb; \$48.980)		?	#	\$	W	\$	W	Ref
MP5/40A3 Ammo Clips APDU: 3d+1 pi, Armor Divisor: 2, Match-Grade.		E	20	116	0 lb	2.320	0 lb	
Sneakers		E	1	50	2 lb	50	2 lb	HT68
Camera, Digital fine. +2 to skill.		E	1	1.500	0,5 lb	1.500	0,5 lb	

Notes