



CHARACTER SHEET

Name: Pierre De Rocheford

Race: Human

Appearance: A thin, slightly twitchy, clean-shaven Frenchman, usually in aviator's garb.

Player:

Ht: 5'9"

Wt: 92 lbs.

Age: 27

Spent: 200

Unspent: 0

ST 10	[0]	HP 10	[0]	Basic Speed 6	[5]
DX 12	[40]	Will 12	[-10]	Basic Move 6	[0]
IQ 14	[80]	Per 13	[-5]	BL 20 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-2	Sw 1d
TL 7	[5]	SM +0			

Vision	13	Taste/Smell	13	High Jump	2.17 ft
Hearing	13	Fright Check	12		
Touch	13	Broad Jump	3 yd		

HP 3, 0, -10, -20, -30, -40, -50 FP 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY		PARRY		BLOCK		DODGE		OTHER	
9		9		7		9			
DX		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	_____	Groin	1*	0	—	_____
Neck	0	0	—	_____	Arms	1*	0	6	_____
Skull	2+2	0	—	_____	Hands	1*	0	4	_____
Face	0	0	—	_____	Legs	1*	0	6	_____
Torso	1*	0	—	_____	Feet	2*	0	4	_____

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	-1

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English	Native	Native	[6]
French (Native)	Native	Native	[0]
German	Broken	Semi-Lit.	[2]
Italian	Broken	Semi-Lit.	[2]

ADVANTAGES	
Name	Pts
Ally (The Amazing Helix-Plane) (25% of starting points) (Constantly; Minion (+1))	[4]
Gadgeteer	[25]
Reputation (As a Great Aviator-Inventor, in Europe and America) 2 (7 or less; Large class)	[1]

DISADVANTAGES	
Name	Pts
Curious (15 or less)	[-2]
Delusion ("I am rediscovering ancient Atlantean technology and Leonardo da Vinci's creations in my dreams, which proves the truth of my version of Anthroposophy!") (Minor)	[-5]
Oblivious	[-5]
Skinny	[-5]
Truthfulness (15 or less)	[-2]
Vow (Vegetarianism) (Minor)	[-5]

QUIRKS	
Name	Pts
Code of Honor (Gentlemanly to all women)	[-1]
English becomes heavily accented when he's excited	[-1]

SKILLS			
Name	Level	Relative	Pts
Alchemy/TL(6+1)	11	IQ-3	[1]
Area Knowledge (World Aviation Routes)	14	IQ+0	[1]
Current Affairs/TL6 (Science & Technology)	14	IQ+0	[1]
First Aid/TL(6+1) (Human)	14	IQ+0	[1]
Guns/TL6 (Pistol)	12	DX+0	[1]
Guns/TL(6+1) (Submachine Gun)	13	DX+1	[2]
Inventor!	13	IQ-1	[12]
Karate	12	DX+0	[4]
Parry: 9			
Mathematics/TL6 (Applied)	12	IQ-2	[1]
Navigation/TL6 (Air)	13	IQ-1	[1]
Occultism	13	IQ-1	[1]
Parachuting/TL6	12	DX+0	[1]
Pilot!	12	DX+0	[24]
Research/TL6	13	IQ-1	[1]
Thaumatology	11	IQ-3	[1]
Weird Science	14	IQ+0	[8]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[120]
Advantages, Perks	[45]
Disadvantages, Quirks	[-26]
Skills, Techniques	[61]
Total Points Spent:	200
Unspent Points:	0

NOTES

Ever since you were a child growing up in the city of Dijon, you were fascinated by arcane and advanced technologies. In particular, now that mankind has conquered the mysteries of flight, you see that it is incumbent on engineers and scholars to develop the most effective forms of flying machine - and new ideas are surely required for this new element!

You studied science and engineering, and also gained training in the art of piloting several forms of aircraft and airship. Indeed, your instructors declared you to be inspired in your swift comprehension of all aspects of aviation. But not even you initially realised how true this was.

It was only after some years, as you progressed in your career as an aviator and inventor of aviation technologies, that the truth came to you - in a dream, like so much else, albeit after you had been studying the most fascinating theories of the Theosophists. It is said that magic has returned to the world in these past few years, but you hold that past ages saw little difference between magic and technology - and it is the magical science of ancient Atlantis which has returned to the world in your creations. Not that you are alone in this inspiration, or even the first; why, his drawings show that the great Leonardo da Vinci was many years ahead of you, and of everyone else in this age! The Theosophists do know something of the truth, although few of them are entirely enlightened; their ideas in matters such as the necessity of vegetarianism on the path to truth are certainly correct, though. Other scholars compare some of your advanced engineering ideas to alchemy (not always as a compliment, you fear, but it's hard to tell with some of those people); you can only say that most of the old alchemists were scrabbling blindly but not always ineffectively after the truth. Some day, you believe, when Leonardo's work in alchemy comes to light, a new age of splendors will truly dawn.

Anyway, now, you have joined forces with the noteworthy American adventurer "Doc Mudra"; he asks you for advice in comprehending the arcane power which has somehow descended upon him, and you are happy to provide what assistance you can. And you can provide him and the other adventurers who have gathered about him with advice, as well as with transport in the Helix-Plane which you have constructed using Atlantean wisdom.

Note: This character's personal Tech Level is actually TL(6+1) - a slightly divergent "futuristic" TL, functionally close to TL7. To start with, the Amazing Helix-Plane is not unlike a TL7 helicopter.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table* (p. B550)

HUMANOID HIT LOCATION TABLE

Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals	-3
11	Groin	-3	—	Eye	-9
12	Left Arm	-2			

For complete information, see: *Hit Location* (p. B398) and *Human and Humanoid Hit Location Table* (p. B552)

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	12	—	1d-3 cr	C	—	—	
Karate: Punch	12	9	1d-2 cr	C	—	—	
Karate: Kick	10	—	1d-1 cr	C,1	—	—	

RANGED ATTACKS										
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC
Super-Smoke Grenade	9	spec. (7yd.)	—	35 yd	—	—	—	—	—	3
The Deadly Scorpion Gun (TL(6+1))	13	2d-1 pi-	2	90 yd / 1000 yd	14	20(3)	7†	-3*	2	2
Ultra-Blast Grenade (TL(6+1))	9	5dx2 cr ex	—	35 yd	—	—	—	—	—	2

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Cloth Gloves Description: TL:1 LC:--- DR:1* Locations: hands Notes: [1] Concealable as or under clothing. Notes: [1] Location: hands	15	—
1	Flying Goggles Description: DR 1 for the eyes - but the glass may break.	20	—
1	Leather Helmet Description: TL:6 LC:4 DR:2 Location:skull Notes:[1] Concealable as or under clothing. Location: skull	20	1 lb
1	Leather Jacket Description: TL:1 LC:--- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb
1	Leather Pants Description: TL:1 LC:--- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: legs, groin	40	3 lb
1	Ordinary Clothes Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Super-Smoke Grenade (Higher TL Equipment (+1)) Description: TL:(6+1) LC:3 Dam:spec. Fills a 7-yard radius with smoke. The cloud lasts about 50 seconds under normal conditions. Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2 seconds later.	70	1 lb
1	The Deadly Scorpion Gun (TL(6+1)) (Higher TL Equipment (+1)) Description: TL:(6+1) LC:2 Ammo:0.9 lb. Damage:2d-1 pi- Acc:2 Range:90/1000 RoF:14 Shots:20(3) ST:7† Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun). Basically a small TL7 SMG!	700	3.7 lb
1	Ultra-Blast Grenade (TL(6+1)) (Higher TL Equipment (+1)) Description: TL:(6+1) LC:2 Dam:5dx2 Fuse:4. Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later.	80	1 lb