



Name: Alan Orford

Race: Human

Appearance: Tidy, bespectacled, clean-shaven and ostentatiously a bit nerdy - dresses okay but not overly smartly.

Player:

Ht: 5'9"

Wt: 140 lbs. Age: 38

Spent: 50

Unspent: 0

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 5	[0]
DX 10	[0]	Will 10	[-5]	Basic Move 5	[0]
IQ 11	[20]	Per 11	[0]	BL 20 lb	(ST×ST)/5
HT 10	[0]	FP 10	[0]	Thr 1d-2	Sw 1d

TL 8	[0]	SM +0
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Vision 11*	Taste/Smell 11	Death Check 10
Hearing 11	Fright Check 10	High Jump 1.67 ft
Touch 11	Consciousness 10	Broad Jump 2.33 yd

* Cond. -6 from 'Bad Sight (Nearsighted)' when item is more than 1 yard away

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

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

PARRY		PARRY		BLOCK		DODGE		OTHER	
8				6		8			
DX				DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2		Groin	0	0	-	
Neck	0	0	-		Arms	0	0	6	
Skull	2	0	-		Hands	0	0	4	
Face	0	0	-		Legs	0	0	6	
Torso	0	0	-		Feet	1*	0	4	

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. +3 from 'Artificer' when Anyone for whom you do work, Cond. +1 from 'Merchant' when buying or selling	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
French	-	Semi-Lit.	[1]
German	Broken	Semi-Lit.	[2]

ADVANTAGES	
Name	Pts
Artificer 3	[30]
High Manual Dexterity 1	[5]
Independent Income 3 (Patents)	[3]

DISADVANTAGES	
Name	Pts
Bad Sight (Nearsighted; Glasses)	[-10]
Curious (15 or less)	[-2]
Oblivious	[-5]
Pacifism (Reluctant Killer)	[-5]

QUIRKS	
Name	Pts
Attentive	[-1]
Dislikes Mobile Phones	[-1]
Likes Clever Mechanical Solutions	[-1]
Proud	[-1]



SKILLS			
Name	Level	Relative	Pts
Artist (Engraving)	10*	IQ-1	[2]
Bicycling	10	DX+0	[1]
Carpentry	14†	IQ+3	[1]
Electrician/TL8	13†	IQ+2	[1]
Electronics Repair/TL8 (Communications)	13†	IQ+2	[1]
Engineer/TL8 (Clockwork)	14†	IQ+3	[4]
Engineer/TL8 (Steam Engine)	13†	IQ+2	[2]
Machinist/TL8	13‡	IQ+2	[1]
Mathematics/TL8 (Applied)	9	IQ-2	[1]
Mechanic/TL8 (Clockwork)	14‡	IQ+3	[2]
Mechanic/TL8 (Steam Engine)	13‡	IQ+2	[1]
Merchant	10	IQ-1	[1]
Photography/TL8	10	IQ-1	[1]
Research/TL8	10	IQ-1	[1]
* Cond. +1 from 'High Manual Dexterity' when performing DX-based tasks		‡ +3 from 'Artificer', Cond. +1 from 'High Manual Dexterity' when performing fine DX-based tasks	
† +3 from 'Artificer'			

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[15]
Advantages, Perks		[41]
Disadvantages, Quirks		[-26]
Skills, Techniques		[20]
Total Points Spent:		50
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	-	1d-3 cr	C	-	-	
Kick	8	-	1d-2 cr	C,1	-	-	
Punch	10	8	1d-3 cr	C	-	-	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Flashlight, Mini (TL7) <small>Description: TL:7 Notes: 15' beam. 1hr.</small>	10	4 oz
1	Long Coat (TL5)	50	5 lb
1	Multi-Tool (TL5)	50	8 oz
1	Ordinary Clothes (TL0; Free) <small>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.</small>	0	2 lb
1	Pocket Digital Camera (TL8)	75	8 oz
1	Shoes (TL1; Free) <small>Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet</small>	0	2 lb

NOTES

You are, as they say, good with your hands. Your degree, from wome way back now, is in mechanical engineering, and you've got the theoretical stuff down as well as you've ever needed it, but mostly you like making and repairing things. Beautiful things, hopefully, and often things that you designed yourself. You like proper machinery - mechanical devices. You know a bit about electronics, just enough to fit in with your main work, but you've come to dislike the idea of solving every problem with a bit of kludged-up software on a mobile phone that can't even be fixed when it goes wrong.

You've had a few jobs in engineering companies over the years, and then you went freelance; your business card says "consultant", but you prefer "inventor". Actually, you've got the patents to prove it - just little things that make standard machines work a bit better, but enough to bring you in some regular money. Which means that you can be picky about the jobs you take these days, and give yourself time off to tinker with anything interesting that comes by. Fixing people's broken radios and TVs makes you a little more cash, but mostly it's a bit of service to the community that keeps you in touch with other people.

Which, in fact, has a side benefit; when something odd or interesting in the line of machinery comes up in this town, people sometimes tend to bring it to you. Well, it keeps life interesting.