



Name: Dr. Paul Shadwell

Race: Human

Appearance: Tries to dress the part of the respectable doctor, but is a trifle scruffy with an odd stare sometimes.

Player:

Ht: 5'11"

Wt: 150 lbs. Age: 31

Spent: 150

Unspent: 0

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 5.5	[0]
DX 11	[20]	Will 14	[0]	Basic Move 5	[0]
IQ 14	[80]	Per 14	[0]	BL 20 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-2	Sw 1d

TL 5	+2	[0]	SM +0
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Vision 14	Fright Check 14	Broad Jump 2.33 yd
Hearing 14	Consciousness 11	Money 296
Touch 14	Death Check 12*	
Taste/Smell 14	High Jump 1.67 ft	

* +1 from 'Hard to Kill'

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

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

* Takes 2 seconds to complete † Takes 4 seconds to complete ‡ Double with a running start § Lose 1 FP/sec while over X-Hvy enc.

JUMP TABLE

Mvmt.	Rest	1	2	3	4+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

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	1	0	2	—	Groin	1	0	—	—
Neck	2	0	—	—	Arms	1	0	6	—
Skull	2	0	—	—	Hands	2*	0	4	—
Face	0	0	—	—	Legs	1	0	6	—
Torso	1	0	—	—	Feet	1*	0	4	—

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Cond. +3 from 'Healer' when Patients, both past and present

CULTURAL FAMILIARITIES

Name	Pts
Western (Native)	[0]

LANGUAGES

Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]

ADVANTAGES

Name	Pts
Hard to Kill 1	[2]
Healer 3	[30]

DISADVANTAGES

Name	Pts
Addiction (Centaurian Lotus; Cheap; Highly addictive, -5; Incapacitating, -10; Legal, +5)	[-15]
Code of Honor (Professional)	[-5]



QUIRKS

Name	Pts
Persistent Mild Curiosity	[-1]
Personality Change (Aggressive when coming down off the Lotus)	[-1]
Uncongenial	[-1]

SKILLS

Name	Level	Relative	Pts
Acting	14	IQ+0	[2]
Airshipman/TL5+2	14	IQ+0	[1]
Beam Weapons/TL5+2 (Pistol)	12	DX+1	[2]
Biology/TL5+2 (Earthlike)	11	IQ-3	[1]
Chemistry/TL5+2	12	IQ-2	[1]
Diagnosis/TL5+2 (Human)	15*	IQ+1	[1]
Diplomacy	12	IQ-2	[1]
Forensics/TL5+2	14	IQ+0	[4]
Geography/TL5+2 (Physical)	12	IQ-2	[1]
Geology/TL5+2 (Earthlike)	12	IQ-2	[1]
Intimidation	13	Will-1	[1]
Mathematics/TL5+2 (Applied)	12	IQ-2	[1]
Navigation/TL5+2 (Hyperspace)	13	IQ-1	[1]
Pharmacy/TL5+2 (Synthetic)	15*	IQ+1	[1]
Photography/TL5+2	9	IQ-5	[0]
Physician/TL5+2 (Human)	17*	IQ+3	[4]
Physiology/TL5+2 (Human)	15*	IQ+1	[1]
Psychology (Human)	16*	IQ+2	[2]
Surgery/TL5+2 (Human)	16*	IQ+2	[4]
Veterinary/TL5+2	15*	IQ+1	[1]

* +3 from 'Healer'

EQUIPMENT

Qty	Item	Cost	Weight
1	Anti-Garrote Collar (TL5) Notes: [notes] Location: neck	10	8 oz
1	Boots (TL2) {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Camera, Concealable (TL5+1) Description: TL:5+2 Notes: 5 seconds to deploy. A 12 frame film costs \$1, and each print costs \$0.10.	100	8 oz
1	First Aid Kit (TL5+2) {p. B289} Description: TL:5+2. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Notes: +1 to HT rolls to protect eyes. Location: eyes	40	-
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Leather Long Coat (TL2) Notes: [notes] Usenotes: Worn with boots and ordinary clothes, counts as winter clothes. Location: groin, limbs, torso	250	10 lb
1	Ordinary Clothes (TL0) {p. B266} 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.	0	2 lb
1	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Shoes (TL1) {p. B284} Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	40	2 lb
1	Small Knife (TL0; Very Fine Quality) {p. B272, B276} Description: TL:0 LC:4 \par [Mode:thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1] \par [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife] \par [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife] Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275) Notes: [[1]]	600	8 oz
1	Spare Pistol Power Cell (TL5+2)	4	8 oz

LOAD-OUTS			
Qty	Regular Load	Cost	Weight
1	Anti-Garrote Collar (TL5) Location: neck	10	8 oz
1	Camera, Concealable (TL5+1)	100	8 oz
1	First Aid Kit (TL5+2)	50	2 lb
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Location: eyes	40	-
1	Leather Gloves (TL1) Location: hands	30	-
1	Leather Long Coat (TL2) Location: groin, limbs, torso	250	10 lb
1	Ordinary Clothes (TL0)	0	2 lb
1	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Shoes (TL1) Location: feet	40	2 lb
1	Small Knife (TL0)	600	8 oz
Totals:		1620	20 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		110
Advantages, Perks		32
Disadvantages, Quirks		-23
Skills, Techniques		31
Total Points Spent:		150
Unspent Points:		0

NOTES

You were born into a humble New Zealand farming family, but your native intelligence and gifts as a healer took you to medical school and qualification as a doctor. The problem was, your lack of contacts then left you with few job options apart from employment as a backwoods medical man.

Bored and restless, you experimented with new ideas, including new medicines from the Other Worlds. You had ethics, though, and even tested things on yourself when necessary. This led to disaster when your tests of a new anaesthetic, a Centaurian Lotus derivative, left you hopelessly addicted - and your patients found out and lost confidence in you.

For a while, you thought that your life was over, until you discovered that freelance para-planetary airship crews don't ask too many questions of a good doctor. Your restless intelligence soon made you somewhat competent in various scientific fields beyond medicine that were relevant to your new employment. Now you roam the worlds, seeking novelty if not redemption.

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	11	-	1d-3 cr	C	-	-	
Kick	9	-	1d-2 cr	C,1	-	-	
Punch	11	8	1d-3 cr	C	-	-	
Small Knife: Swing	7	5	1d-1 cut	C,1	5	4	
Small Knife: Thrust	7	5	1d-1 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Pistol Raygun	12	2d burn, sur	2	200 yd / 1.14 mi	3	20	7	-3	1	3	
Small Knife	7	1d-1 imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	4	