



Name Augustine Gann, Healer Player TBD Point Total 200
 Ht 6'2" Wt 195 lbs. Size Modifier 0 Age 29 Unspent Points 0
 Appearance Tall and alert, he wears a committed expression; a thick, luxurious tunic; beautiful blue doublet; and soft, sleek blue gloves.

ST	11	[10]	HP	13	CURRENT	[4]
DX	11	[20]	Will	14		[0]
IQ	14	[80]	Per	14		[0]
HT	13	[30]	FP	15	CURRENT	[6]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]

DR	TL: 3	[0]
0	Cultural Familiarities	
	Land of the True Game (Native)	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 7 [20] BASIC MOVE 7 [0]

PARRY	Reaction Modifiers
8	Appearance:
DX	Status: +1; <i>Includes:</i> +1 from 'Status (Gamesman)'
BLOCK	Other: +1; <i>Includes:</i> +1 from 'Social Regard (Respected)'
6	Conditional: +1 from 'Merchant (Healing)' when buying or selling
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 7	Dodge 10
Light (1) = 2 x BL 48	BM x 0.8 5	Dodge - 1 9
Medium (2) = 3 x BL 72	BM x 0.6 4	Dodge - 2 8
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 6

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Bannerwell)	14	IQ+0	[1]
Cure (Psionic Power Skill)	14	IQ+0	[4]
Merchant (Healing)	14	IQ+0	[1]
Riding (Equines)	12	DX+1	[4]
Savoir-Faire (Powerful Demensnes)	14	IQ+0	[1]
Tactics	13	IQ-1	[2]
Throwing	10	DX-1	[1]
Techniques			
Cure Affliction (Cure (Psionic Power Skill))	14		[7]
Heal Limb (Cure (Psionic Power Skill))	14		[7]

ADVANTAGES AND PERKS	
Contact Group (the city's elites; Gossip/Area Knowledge) (Effective Skill 12) (15 or less; Somewhat Reliable)	[15]
Healing (Takes Extra Time (+3); True Game ESP)	[15]
Regeneration (Slow: 1HP/12Hr)	[10]
Single-Minded	[5]
Social Regard (Respected) 1	[5]
Status (Gamesman) (+1)	[5]
Toxic Attack (Power of the Flesh) 1 (Contact Agent; if damage exceeds 1/3 of target's base HP; True Game ESP)	[10]
Wealth (Comfortable)	[10]
Knowledge of the Healer's Mark	[1]

DISADVANTAGES AND QUIRKS	
Chummy	[-5]
Code of Honor (Gamesman's)	[-10]
Code of Honor (Healer's)	[-5]
Dependent (The Pawnish Hamlet of Exenor) (No more than 25%) (6 or less; Group of Dependents; Employer/Acquaintance; Friend)	[-5]
Easy to Read	[-10]
Fearfulness -2	[-4]
Greed (12 or less)	[-15]
Pacifism (Cannot Harm Innocents)	[-10]
Trademark (Leaves letter "A" mark inside bodies of those healed) (Simple)	[-5]
A serious person.	[-1]
Appreciates the finer things.	[-1]
Loses all reserve with children.	[-1]
Nothing personal, it's just business!	[-1]
Token: Always chews on weird long pipe	[-1]



CHARACTER SHEET
Augustine Gann, Healer

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-2 cr	C	11 (No)			
	Kick	1d-1 cr	C,1	9 (No)			
1	Power of the Flesh	1d tox	C	0 (3) *		0	0
	Punch	1d-2 cr	C	11 (8)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS			Cost	Weight
Qty	Item	Location		

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[170]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[76]
Disadvantages/Quirks	[-74]
Skills/Techniques	[28]
Other	[]