



CHARACTER SHEET

Name By-Tor D'Red beard
 Ht 7'-2" Wt 720 (240) Size Modifier 0 Age 21 (52)
 Appearance Human, muscular build, brown hair & mustache, green eyes

Player Kevin Wilson

Point Total 9412
 Unspent Points 61

ST	250	[100]	HP	60	[0]
DX	20	[200]	Will	19	[15]
IQ	16	[120]	Per	20	[20]
HT	20	[100]	FP	40	[0]

Languages	Spoken	Written	
Bankoran	(Native)	(Literate)	[5]
Braish	(Accented)	(Literate)	[4]
Celestian	(Accented)	(Literate)	[4]
Elvish	(Accented)	(Literate)	[4]
Lian Common	(Accented)	(Literate)	[4]

DR	TL: 12	[0]
17 +100	Cultural Familiarities	
	Argelius II (Alien Culture)	[2]
	Austi (Alien Culture)	[2]
	Bankor	[1]
	Gonham, Brahum	[1]

BASIC LIFT 12500 DAMAGE Thr 26d Sw 28d
 BASIC SPEED 10 [0] BASIC MOVE 10 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 12500	BM x 1 10	Dodge 14
Light (1) = 2 x BL 25000	BM x 0.8 8	Dodge - 1 13
Medium (2) = 3 x BL 37500	BM x 0.6 6	Dodge - 2 12
Heavy (3) = 6 x BL 75000	BM x 0.4 4	Dodge - 3 11
X-Heavy (4) = 10 x BL 12500	BM x 0.2 2	Dodge - 4 10
0		

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Air Move	40	32	24	16	8
Ground Move	10	8	6	4	2
Water Move	2	1	1	0	0

PARRY	Reaction Modifiers
17	Appearance:
	Status: +5; <i>Includes:</i> +3 from 'Wealth (15-20 Million)', +1 from 'Military Rank (Starfleet Lt.(jg))', +1 from 'Religious Rank (Celestian)'
	Other: +1; <i>Includes:</i> +1 from 'Charisma'
Axe/Mace	Conditional: +1 from 'Clerical Investment (Celestian)', +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +1 from 'Reputation (RoachKing)', +2 from 'Sense of Duty (RoachKings)' when in dangerous situations if Sense of Duty is known, +1 from 'Reputation (Starfleet Officer)', +2 from 'Sense of Duty (UFP)' when in dangerous situations if Sense of Duty is known, +1 from 'Sailor', +2 from 'Sleight of Hand Talent', +2 from 'Cultural Perception', +1 from 'Born Tactician', +3 from 'Artificer', +1 from 'Bard', +1 from 'Musical Ability'
BLOCK	
16	
Shield (Round)	

ADVANTAGES AND PERKS	
Artificer 3 (Traps)	[30]
Born Tactician 1	[10]
Charisma 1	[5]
Cleric of Celestian	[118]
Clerical Investment (Celestian)	[5]
Enhanced Ground Move (Move=40) 2 (Divine; Limited Use (1/day))	[20]
Healing (Laying On Hands; Heals 1 HP or FP for every FP spent) (Divine; Faith Healing)	[33]
Power Investiture (Celestian) 4	[40]
Religious Rank (Celestian) 4	[20]
Contact Group (Redbeard's Pirates) (Effective Skill 12) (9 or less; Somewhat Reliable)	[5]
Cosmic	[5585]
Damage Resistance (Kinetic Invulnerability) 100 (Cosmic; Hardened (+6))	[1350]
Extra Fatigue Points 20 (Affects displayed FP score; Cosmic)	[90]
Extra Hit Points 40 (Affects displayed HP score; Cosmic)	[120]
Extra ST (Cosmic Super Strength) 230 (Affects displayed ST score; Cosmic; Super Attribute)	[4025]
Reduced Hit Points -230 (_Free; Affects displayed HP score)	[0]
Extended Lifespan (Fountain of Lamneth) (x2)	[2]
Flight (EM/Antigrav Flight Pack) (_Free; Double Air Speed; Higher TL)	[0]
Equipment (+6))	
G-Experience 1	[1]
Gadgeteer	[25]
High Manual Dexterity 1	[5]
High Pain Threshold	[10]
Magic Resistance 4 (Switchable (Active only when desired))	[16]
Sailor 1 (Airshipman; Recognize Danger at Sea; Survival (Salt-Water Sea))	[5]

SKILLS			
Name	Level	Relative Level	
Acrobatics	26	DX+6	[28]
Conditional: +4 from 'Flight (EM/Antigrav Flight Pack)' when body lightening would help			
Administration	15	IQ-1	[1]
Aerobatics (Flight Pack)	24	DX+4	[8]
Airshipman/TL4 (Ozone's Airship)	22	IQ+6	[1]
Includes: +1 from 'Sailor'			
Animal Handling (Arctic Canines)	20	IQ+4	[16]
Area Knowledge (Bartertown/Rad Zone, Austi)	16	IQ+0	[1]
Area Knowledge (Capital, Argelius II, UFP)	16	IQ+0	[1]
Area Knowledge (coastal region, Ogh!)	16	IQ+0	[1]
Area Knowledge (Gonham)	21	IQ+5	[16]
Area Knowledge (Palatin, Bankor)	34	IQ+18	[0]
Area Knowledge (Pasadena Island)	32	IQ+16	[60]
Area Knowledge (San Francisco, Earth, 16 UFP)	16	IQ+0	[1]
Area Knowledge (Untamed Lands)	16	IQ+0	[1]
Armoury/TL4 (Melee Weapons)	27	IQ+11	[12]
Includes: +3 from 'Artificer'			
Armoury/TL4 (Missile Weapons)	26	IQ+10	[12]
Includes: +3 from 'Artificer'			
Artillery/TL4 (Ballista)	26	IQ+10	[40]
Artillery/TL12 (Photon Torpedoes)	15	IQ-1	[1]
Astronomy/TL4 (Observational)	25	IQ+9	[36]
Astronomy/TL12 (UFP)	20	IQ+4	[4]
Axe/Mace	26	DX+6	[47]
Beam Weapons/TL12 (Laser Pistol)	24	DX+4	[12]

ADVANTAGES AND PERKS (continued)

Speak With Normal Animals & Avians (Green Dragon Blood)	[25]
Standard RoachKing Advantages	[130]
Fearlessness 4	[8]
Independent Income 1	[1]
Reputation (RoachKing) 1 (All the time; Almost everyone)	[5]
Very Fit	[15]
Wealth (15-20 Million) (Multimillionaire 2)	[100]
Teamwork (RoachKings)	[1]
Starfleet	[67]
High TL (UFP) 8	[40]
Military Rank (Starfleet Lt.(jg)) 4 (Barown Galaxy Only)	[8]
Reputation (Starfleet Officer) 1 (Barown Galaxy Only; All the time; Almost everyone)	[2]
Resistant to Metabolic Hazards (Starfleet Immunizations) (Immune) (Barown Galaxy Only)	[12]
Security Clearance (Starfleet) (Free access to a narrow range of secrets) (Barown Galaxy Only)	[4]
Unusual Training (Starfleet)	[1]
Swashbuckler Enhanced Time Sense	[45]
Troubadour	[80]
Bard 1	[5]
Bard-Song Charm (Level=26; up to 14 people) 6 (Bard Song; Costs Fatigue (+10) (_Free, Per Activation); Requires Will Roll (_Free))	[42]
Includes: +1 skillscore from 'Bardic Talent'	
Bardic Talent 1	[8]
Cultural Perception 2 (Gives conditional Per bonus (when attempting to gain info regarding customs))	[10]
Musical Ability 1	[5]
Sleight of Hand Talent 2	[10]
Weapon Master (Mace) (one specific weapon)	[20]
Alcohol Tolerance	[1]
Grip Mastery (Cutlass)	[1]
Grip Mastery (Mace)	[1]
Naval Training	[1]
No Hangover	[1]
Penetrating Voice	[1]
Power Grappling	[1]
Quick-Sheathe (Cutlass)	[1]
Quick-Sheathe (Knife)	[1]
Sure-Footed (Naval Training)	[1]
Sure-Footed (Uneven)	[1]

DISADVANTAGES AND QUIRKS

Code of Honor (Pirate's)	[-5]
Compulsive Carousing (12 or less)	[-5]
Discipline of Faith (Celestian)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
RoachKing	[-10]
Code of Honor (RoachKings)	[-5]
Sense of Duty (RoachKings)	[-5]
Starfleet	[-12]
Code of Honor (Prime Directive) (Barown Galaxy Only)	[-2]
Duty (Starfleet) (15 or less (almost always)) (Barown Galaxy Only)	[-6]
Sense of Duty (UFP) (Large Group) (Barown Galaxy Only)	[-4]
Distinctive Feature (size)	[-1]
Habit (rolls rubies when drinking)	[-1]
Heavy Drinker	[-1]

Languages (continued)

Quindi	(Broken)	[1]
UFP Galacta	(Accented) (Literate)	[4]

Cultural Familiarities (continued)

Ogh! (Alien Culture)	[2]
UFP (Alien Culture)	[2]

SKILLS (continued)

Name	Level	Relative Level	
Beam Weapons/TL12 (Mana Blaster Pistol)	21	DX+1	[1]
Beam Weapons/TL12 (Phasers)	22	DX+2	[4]
Boating/TL4 (Sailboat)	29	DX+9	[36]
Boating/TL4 (Unpowered)	29	DX+9	[12]
Bolas	26	DX+6	[24]
Brawling	30	DX+10	[39]
Carousing	24	HT+4	[12]
Carpentry	25	IQ+9	[20]
Includes: +3 from 'Artificer'			
Cartography/TL12	25	IQ+9	[16]
Charm (Bardic Voice)	25	Will+6	[20]
Chemistry/TL12	14	IQ-2	[1]
Cleric of Celestian	0	0+0	[68]
Climbing	24	DX+4	[16]
Conditional: +4 from 'Flight (EM/Antigrav Flight Pack)' when body lightening would help			
Computer Operation/TL12	17	IQ+1	[2]
Computer Programming/TL12	14	IQ-2	[1]
Connoisseur (Beer & Ale)	22	IQ+6	[24]
Crossbow (Regular)	32	DX+12	[44]
Cutlass	28	DX+8	[32]
Damage Control (Starship/Starbase)	16	IQ+0	[2]
Diplomacy	14	IQ-2	[1]
Conditional: +1 from 'Charisma' when making Influence rolls			
Disguise/TL4 (Humanoid)	22	IQ+6	[24]
Driving/TL7 (Motorcycle)	19	DX-1	[1]
Electronics Operation/TL12 (Communications)	15	IQ-1	[1]
Electronics Operation/TL12 (Life Support Systems)	16	IQ+0	[2]
Electronics Operation/TL12 (Security)	15	IQ-1	[1]
Electronics Operation/TL12 (Sensors)	15	IQ-1	[1]
Electronics Operation/TL12 (Shields)	15	IQ-1	[1]
Electronics Operation/TL12 (Small Equipment)	15	IQ-1	[1]
Electronics Operation/TL12 (Transporters)	18	IQ+2	[8]
Electronics Repair/TL12 (Communications)	18	IQ+2	[1]
Includes: +3 from 'Artificer'			
Electronics Repair/TL12 (Computers)	19	IQ+3	[2]
Includes: +3 from 'Artificer'			
Electronics Repair/TL12 (Hand Phasers)	19	IQ+3	[2]
Includes: +3 from 'Artificer'			

Electronics Repair/TL12 (Life Support Systems) Includes: +3 from 'Artificer'	19	IQ+3	[2]	Heraldry Includes: +1 from 'Bard'	18	IQ+2	[4]
Electronics Repair/TL12 (Security) Includes: +3 from 'Artificer'	18	IQ+2	[1]	History (UFP)	16	IQ+0	[4]
Electronics Repair/TL12 (Sensors) Includes: +3 from 'Artificer'	18	IQ+2	[1]	Innate Attack (Palm Stunner)	24	DX+4	[12]
Electronics Repair/TL12 (Shields) Includes: +3 from 'Artificer'	18	IQ+2	[1]	Judo (Starfleet)	20	DX+0	[4]
Electronics Repair/TL12 (Small Equipment) Includes: +3 from 'Artificer'	18	IQ+2	[1]	Jumping Conditional: +4 from 'Flight (EM/Antigrav Flight Pack)' when body lightening would help	24	DX+4	[12]
Electronics Repair/TL12 (Transporters) Includes: +3 from 'Artificer'	21	IQ+5	[8]	Knife	29	DX+9	[32]
Engineer/TL12 (Aerospace) Includes: +3 from 'Artificer'	19	IQ+3	[4]	Knot-Tying	29	DX+9	[30]
Engineer/TL12 (Antigravity) Includes: +3 from 'Artificer'	17	IQ+1	[1]	Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks			
Engineer/TL4 (Clockwork) Includes: +3 from 'Artificer'	31	IQ+15	[24]	Law (UFP)	15	IQ-1	[2]
Engineer/TL12 (Computers) Includes: +3 from 'Artificer'	17	IQ+1	[1]	Leadership	29	IQ+13	[44]
Engineer/TL12 (Electronics) Includes: +3 from 'Artificer'	18	IQ+2	[2]	Includes: +1 from 'Born Tactician', +1 from 'Charisma'			
Engineer/TL12 (Impulse Engines) Includes: +3 from 'Artificer'	20	IQ+4	[8]	Lifting	21	HT+1	[4]
Engineer/TL4 (Locks & Safes) Includes: +3 from 'Artificer'	31	IQ+15	[16]	Machinist/TL12 Includes: +3 from 'Artificer'	19	IQ+3	[2]
Engineer/TL12 (Materials) Includes: +3 from 'Artificer'	19	IQ+3	[3]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Engineer/TL12 (Mechanical) Includes: +3 from 'Artificer'	28	IQ+12	[4]	Mathematics/TL4 (Applied)	28	IQ+12	[20]
Engineer/TL4 (Melee Weapons) Includes: +3 from 'Artificer'	27	IQ+11	[1]	Mathematics/TL12 (Computer Science)	14	IQ-2	[1]
Engineer/TL4 (Missile Weapons) Includes: +3 from 'Artificer'	27	IQ+11	[1]	Mathematics/TL12 (Pure)	14	IQ-2	[1]
Engineer/TL12 (Robotics) Includes: +3 from 'Artificer'	17	IQ+1	[1]	Mathematics/TL12 (TL12; Applied)	14	IQ-2	[1]
Engineer/TL12 (Shields) Includes: +3 from 'Artificer'	17	IQ+1	[1]	Mechanic/TL12 (Antigravity) Includes: +3 from 'Artificer'	18	IQ+2	[1]
Engineer/TL12 (Warp Engines) Includes: +3 from 'Artificer'	20	IQ+4	[8]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Expert Skill (Bardic Knowledge)	22	IQ+6	[28]	Mechanic/TL4 (Battlesuits) Includes: +3 from 'Artificer'	27	IQ+11	[3]
Expert Skill (Bardic Lore)	22	IQ+6	[28]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Expert Skill (Military Science) Includes: +1 from 'Born Tactician'	28	IQ+12	[48]	Mechanic/TL4 (Clockwork) Includes: +3 from 'Artificer'	31	IQ+15	[48]
Fast-Draw/TL4 (Ammo) Includes: +1 from 'Swashbuckler Enhanced Time Sense'	24	DX+4	[8]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Fast-Draw (Knife) Includes: +1 from 'Swashbuckler Enhanced Time Sense'	24	DX+4	[8]	Mechanic/TL12 (Impulse Engines) Includes: +3 from 'Artificer'	22	IQ+6	[12]
Fast-Draw (Sword) Includes: +1 from 'Swashbuckler Enhanced Time Sense'	24	DX+4	[8]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
First Aid/TL4 (Human)	22	IQ+6	[20]	Mechanic/TL4 (Locks & Safes) Includes: +3 from 'Artificer'	31	IQ+15	[16]
First Aid/TL12 (Human)	16	IQ+0	[1]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Fishing	21	Per+1	[2]	Mechanic/TL12 (Mecha) Includes: +3 from 'Artificer'	20	IQ+4	[16]
Flight (Endurance)	19	HT-1	[9]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Free Fall (Zero-G Maneuvering)	20	DX+0	[2]	Mechanic/TL12 (Robotics) Includes: +3 from 'Artificer'	19	IQ+3	[1]
Gambling	26	IQ+10	[40]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Geology/TL12 (Earthlike)	14	IQ-2	[1]	Mechanic/TL12 (Shuttlecraft) Includes: +3 from 'Artificer'	20	IQ+4	[4]
Group Performance (Rock & Roll)	22	IQ+6	[8]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Gunner/TL12 (Starship Phasers)	15	IQ-1	[1]	Mechanic/TL12 (Starship Weapons Systems) Includes: +3 from 'Artificer'	25	IQ+9	[1]
Guns/TL7 (Revolver Pistol, Austi)	20	DX+0	[1]	Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
Hand & a Half	23	DX+3	[12]	Mechanic/TL12 (Warp Engines) Includes: +3 from 'Artificer'	22	IQ+6	[12]
				Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks			
				Mechanician (DQ Rank 12)	0	0+0	[191]

Meditation	23	Will+4	[20]	Survival (Salt-Water Sea)	33	Per+13	[48]
Metallurgy/TL4 (Alloys)	24	IQ+8	[3]	Includes: +1 from 'Sailor'			
Metallurgy/TL12 (UFP)	21	IQ+5	[5]	Survival (Woodlands)	28	Per+8	[12]
Military Scientist (DQ Rank 11)	0	0+0	[196]	Swimming	28	HT+8	[28]
Musical Composition	23	IQ+7	[8]	Tactics	28	IQ+12	[24]
Includes: +1 from 'Musical Ability'				Includes: +1 from 'Born Tactician'			
Musical Influence	24	IQ+8	[32]	Tactics (Space)	27	IQ+11	[1]
Includes: +1 from 'Bard', +1 from 'Musical Ability'				Includes: +1 from 'Born Tactician'			
Musical Instrument (Piano)	23	IQ+7	[28]	Teaching	15	IQ-1	[1]
Includes: +1 from 'Musical Ability'				Theology (Celestial)	23	IQ+7	[16]
Navigation/TL12 (Hyperspace)	16	IQ+0	[1]	Throwing (Grenados, etc.)	24	DX+4	[16]
Navigation/TL4 (Sea)	26	IQ+10	[20]	Thrown Weapon (Axe/Mace)	25	DX+5	[16]
Includes: +1 from 'Sailor'				Thrown Weapon (Knife)	28	DX+8	[28]
Navigation/TL12 (Space)	16	IQ+0	[1]	Thrown Weapon (Spear)	25	DX+5	[16]
Navigator (DQ Rank 9)	0	0+0	[272]	Traps/TL4	31	IQ+15	[48]
Physics/TL12	14	IQ-2	[2]	Includes: +3 from 'Artificer'			
Piloting/TL12 (Shuttlecraft)	20	DX+0	[2]	Troubador (DQ Rank 6)	0	0+0	[244]
Protobow (Autoloading Crossbow)	32	DX+12	[48]	Vacc Suit/TL12	20	DX+0	[2]
Conditional: +1 from 'Crossbow Sight', +3 from 'Crossbow Bolts (Magazine of 10)'				Weaponsmith (DQ Rank 8)	0	0+0	[93]
Public Speaking (Storytelling)	24	IQ+8	[20]	Weather Sense (Lia)	16	IQ+0	[2]
Includes: +1 from 'Bard', +1 from 'Charisma'				Weird Science (Dr. Hu)	13	IQ-3	[1]
Recognize Danger at Sea/TL4	30	Per+10	[36]	Wrestling	30	DX+10	[46]
Includes: +1 from 'Sailor'				Xenology (Barown Galaxy, Alpha & Beta Quadrants)	14	IQ-2	[1]
Religious Ritual (Celestial)	23	IQ+7	[32]				
Research/TL12	15	IQ-1	[1]	Techniques			
Riding (Equines)	23	DX+3	[12]	Acrobatic Stand (Acrobatics)	20		[0]
Conditional: +1 from 'Stirrups' when controlling animal, +1 from 'War Saddle' when rolling to stay seated				Arm Lock (Wrestling)	30		[0]
Riding (Gryphons)	28	DX+8	[32]	Attack from Above (Axe/Mace)	24		[0]
Conditional: +1 from 'Stirrups' when controlling animal, +1 from 'War Saddle' when rolling to stay seated				Attack from Above (Brawling)	28		[0]
Savoir-Faire (Military)	28	IQ+12	[40]	Attack from Above (Cutlass)	26		[0]
Includes: +1 from 'Born Tactician'				Attack from Above (Spear)	24		[0]
Conditional: +1 from 'Charisma' when making Influence rolls				Attack from Above (Staff)	24		[0]
Seamanship/TL4	26	IQ+10	[32]	Back Strike (Axe/Mace)	24		[0]
Includes: +1 from 'Sailor'				Back Strike (Cutlass)	26		[0]
Shield (Round)	24	DX+4	[12]	Backbreaker (Wrestling)	27		[0]
Shiphandling/TL4 (Ship)	26	IQ+10	[4]	Breakfall (Wrestling)	30		[0]
Includes: +1 from 'Sailor'				Choke Hold (Wrestling)	27		[0]
Singing	28	HT+8	[20]	Counterattack (Axe/Mace)	24		[4]
Includes: +1 from 'Bard', +1 from 'Musical Ability'				Counterattack (Brawling)	25		[0]
Smith/TL4 (Copper)	27	IQ+11	[32]	Counterattack (Cutlass)	23		[0]
Includes: +3 from 'Artificer'				Counterattack (Hand & a Half)	18		[0]
Smith/TL4 (Iron)	27	IQ+11	[16]	Counterattack (Staff)	21		[0]
Includes: +3 from 'Artificer'				Disarming (Axe/Mace)	26		[0]
Smith/TL4 (Lead and Tin)	27	IQ+11	[16]	Disarming (Cutlass)	28		[0]
Includes: +3 from 'Artificer'				Disarming (Hand & a Half)	23		[0]
Sonic Stunner (Palm Stunner)	27	DX+7	[20]	Elbow Drop (Wrestling)	25		[0]
Spacer/TL12	17	IQ+1	[2]	Elbow Strike (Brawling)	28		[0]
Spear	26	DX+6	[24]	Evade (Acrobatics)	26		[0]
Staff	26	DX+6	[24]	Ground Fighting (Axe/Mace)	22		[0]
Starfleet Skills	0	0+0	[156]	Ground Fighting (Brawling)	26		[0]
Stealth	25	DX+5	[20]	Ground Fighting (Cutlass)	24		[0]
Strategy (Land)	28	IQ+12	[16]	Ground Fighting (Wrestling)	26		[0]
Includes: +1 from 'Born Tactician'				Hammer Fist (Brawling)	29		[0]
Strategy (Naval)	27	IQ+11	[24]	Hand Catch (Wrestling)	19		[4]
Strategy (Space)	23	IQ+7	[1]	Head Butt (Brawling)	29		[0]
Streetwise	24	IQ+8	[32]	Head Lock (Wrestling)	27		[0]
Conditional: +1 from 'Charisma' when making Influence rolls				Initiative Bonus (+11)	28		[0]
Survival (Gas Giants)	19	Per-1	[1]	Kicking (Brawling)	30		[3]
Survival (Mountain)	28	Per+8	[32]	Knee Drop (Wrestling)	26		[0]
Survival (Plains)	28	Per+8	[12]	Knee Strike (Brawling)	29		[0]

Neck Snap (Brawling)	256	[0]
Includes: +230 from 'Neck Snap (Brawling)'		
Piledriver (Wrestling)	25	[0]
Player Time-Stop (2 minutes)	28	[0]
Push Kick (Brawling)	27	[0]
Retain Weapon (Axe/Mace)	26	[0]
Retain Weapon (Cutlass)	28	[0]
Retain Weapon (Hand & a Half)	23	[0]
Retain Weapon (Staff)	26	[0]
Roll with Blow (Acrobatics)	24	[0]
Scissors Hold (Wrestling)	28	[0]
Snap Weapon (Wrestling)	26	[0]
Spinning Strike (Axe/Mace)	24	[0]
Springing Attack (Axe/Mace)	24	[0]
Stamp Kick (Brawling)	27	[0]
Sweep (Spear)	23	[0]
Sweep (Staff)	23	[0]
Targeted Attack (Axe/Mace Swing/Skull)	21	[3]
Targeted Attack (Bolas Thrown Weapon/Legs)	24	[0]
Targeted Attack (Bolas Thrown Weapon/Neck)	21	[0]
Targeted Attack (Brawling Knee Strike/Groin)	26	[0]
Targeted Attack (Brawling Punch/Face)	25	[0]
Targeted Attack (Cutlass Swing/Arm)	26	[0]
Targeted Attack (Cutlass Swing/Neck)	23	[0]
Targeted Attack (Cutlass Thrust/Vitals)	25	[0]
Targeted Attack (Hand & a Half Swing/Neck)	18	[0]
Targeted Attack (Hand & a Half Thrust/Chinks in Vitals Armor)	13	[0]
Targeted Attack (Hand & a Half Thrust/Vitals)	20	[0]
Targeted Attack (Protobow (Autoloading Crossbow Missile/Eye))	23	[0]
Targeted Attack (Protobow (Autoloading Crossbow Missile/Vitals))	29	[0]
Targeted Attack (Staff Swing/Groin)	23	[0]
Targeted Attack (Staff Swing/Skull)	19	[0]
Timed Defense (Brawling)	17	[0]
Timed Defense (Cutlass)	16	[0]
Timed Defense (Hand & a Half)	13	[0]
Timed Defense (Wrestling)	17	[0]
Trip (Wrestling)	19	[2]
Two-Handed Punch (Brawling)	28	[0]
Uppercut (Brawling)	29	[0]
Whirlwind Attack (Cutlass)	23	[0]
Whirlwind Attack (Hand & a Half)	18	[0]
Wrench Arm (ST)	246	[0]
Wrench Leg (ST)	246	[0]
Wrench Tail (ST)	246	[0]
Wrist Lock (Wrestling)	30	[0]



CHARACTER SHEET
By-Tor D'Redbeard

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	26d+25 cr	C	30 (19)				
	Bite	26d+25 cr	C	30 (No)				
	Kick	26d+26 cr	C,1	30 (No)				
	Elbow Drop (Wrestling)	26d+4 cr	C	25 (No)				
	Elbow Strike (Brawling)	26d cr	C	28 (No)				
	Hammer Fist (Brawling)	26d-1 cr	C	29 (No)				
	Head Butt (Brawling)	26d-1 cr	C	29 (No)				
	Knee Drop (Wrestling)	26d+4 cr	C	26 (No)				
	Knee Strike (Brawling)	26d+1 cr	C	29 (No)				
	Neck Snap (Brawling)	28d cr	C	256 (No)				

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Bolas	26d-1 cr	0	750	1	T(1)	26	7	0		4	entangle	20	2
1	Crossbow (ST 20)	2d+6 imp	4	500 / 625	1	1(4)	16	7†	-6		4	[3]	150	6
1	Heavy Blue Laser Pistol (Holster)	4d (2) burn	6+1	600 / 1800	5	28(3)	24	6	-2	1	3		0	3.3
1	Heavy Cloak	spcl.	1	2 / 2	1	T(1)	15	8	-6			[1]/[4]	50	5
5	Heavy Proto-Ballista	2d+2 (2) pi	1	100 / 250	1	13	26	9†	0		3		5000	3000
8	Light Proto-Ballista	1d+1 (2) pi	1	60 / 100	1	13	26	6†	0		3		6000	2400
1	Mana Blaster Pistol (Blue Dragonhide Grips)	9d-1 (3) cr ex	5+1	360 / 720	3	unltd.	21	4	-1	1	2		83603	2
1	Protobow (w/sight)	2d+9 imp	4+1	500 / 625	1	10(2)	35	7†	-6		4	[3]	380520	8.6
1	Sonic Stunner (Embedded in Left Palm)	HT-2 (5) aff	1	10 / 30	1	22(3)	24	3	-1	1	4		0	.3

SPEED/RANGE TABLE	
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				
Qty	Item	Location	Cost	Weight
1	Blue Battlesuit (TL10)		0	315.3
1	Blue Dragonscale Body Armor	torso, groin	0	166.75
1	Air Canister, TS (Top Back)		0	3
1	Energy Pack (5,000 Energy Points)		0	20
1	Flight Pack (EM/Antigrav) (Back)		0	30
1	Boots (Blue Dragonhide)	feet	0	6
1	Greathelm (Tungsten Carbide)	skull, face, neck	0	23
1	Helmet Visor (TL10)	eyes, face	0	3
1	Head-Up Display (Cyberlink Systems)		0	0
1	Hyperspectral Tech		0	0
1	Heavy Blue Laser Pistol (Holster)		0	3.3
1	Leather Gloves (Blue Dragonhide)	hands	0	.3
1	Sonic Stunner (Embedded in Left Palm)		0	.3
1	Scale Leggings (Blue Dragon)	legs	0	68.25
1	Scale Sleeves (Blue Dragon)	arms	0	46.7
1	Control Panel (Left Forearm)		0	1.2
1	Electronic Lockpick		0	.2
1	Radscanner (Electric & Magnetic Fields, Radio & Radar Signals, Radiation)		0	.5
1	Wand (Burning Touch, 3d)		0	.5
1	Wand (Icy Breath, 3d+3)		0	.5
1	Enchanted Amband (Invisibility)		19030	.5
1	Heavy Leather Jacket (RK Colors)	body, limbs	630	10.6672
1	Heavy Warhorse		7210	155
1	Bit & Bridle		35	3
1	Horse Plate Full Barding	torso, groin	1650	90
1	Horseshoes		50	4
1	Saddlebags		100	3
1	Stirrups		125	20
1	War Saddle		250	35
1	Holy Symbol (Celestian)		50	1
1	Large Arctic Wolf ("Snow Dog")		200	0

CHARACTER NOTES	
By-Tor is the 7th son of Red Beard the Pirate	
<i>(text truncated to fit space)</i>	
POINTS SUMMARY	
Attributes/Secondary Characteristics	[555]
Advantages/Perks/TL/Languages/Cultural Familiarity	[6231]
Disadvantages/Quirks	[-55]
Skills/Techniques	[2681]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Push Kick (Brawling)	26d+1 x2 nw dkb	C,1	27 (No)				
1	Quarterstaff (D100TS Alloy Core)						18000	600
	staff swing	28d+5 cr	1,2	29 (19)	100†			
	staff thrust	26d+5 cr	1,2	29 (19)	100†			
	sword swing	28d+5 cr	1,2	26 (15)	100†			
	sword thrust	26d+4 cr	2	26 (15)	100†			
1	Spear (D100TS Alloy Spearhead)						192000	380
	one-handed thrust	23d+7 (5) imp	1*	29 (17)	75	[1]		
	two-handed thrust	23d+8 (5) imp	1,2*	29 (17)	75†			
1	Spinning Mace (1-ton, D100 TS Alloy)	28d+62 cr cut	1	26 (17U)	200	[1]	1000000	1997.28
	Stamp Kick (Brawling)	26d+2 cr	C,1	27 (No)				
1	TrueSilver Cutlass (D100 TS Alloy)						4800000	684
	swing	28d+5 (5) cut	1	31 (18)	100	[10]		
	thrust	26d+5 (5) imp	1	31 (18)	100			
1	Truesilver Hand & a Half Sword (D100 TS Alloy)						9100000	1500
	one-handed swing	28d+6 (5) cut	1,2	26 (15U)	150			
	one-handed thrust	26d+6 (5) imp	2	26 (15U)	150			
	two-handed swing	28d+7 (5) cut	1,2	26 (15)	150†			
	two-handed thrust	26d+7 (5) imp	2	26 (15)	150†			
1	TrueSilver Large Knife (D100 TS Alloy)						640000	342
	swing	25d+3 (5) cut	C,1	32 (17)	75			
	thrust	23d+5 (5) imp	C	32 (17)	75	[1]		
1	TrueSilver Large Round Shield (Coated w/D100TS Alloy)	26d cr	1	24 (No)	150	[2,4]	108000	1250
	Two-Handed Punch (Brawling)	26d+2 cr	C	28 (No)				
	Uppercut (Brawling)	26d+1 cr	C	29 (No)				
	Wrench Arm (ST)	28d cr	C	246 (No)				
	Wrench Leg (ST)	28d cr	C	246 (No)				
	Wrench Tail (ST)	28d cr	C	246 (No)				

RANGED WEAPONS (continued)

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Spear (D100TS Alloy Spearhead)	26d+8 (5) imp	2	250 / 375	1	T(1)	28	75	-3		4		192000	380
1	Spinning Mace (1-ton, D100 TS Alloy)	28d+64 cr cut	1	125 / 250	1	T(1)	25	200	-4		4		1000000	1997.28
1	TrueSilver Large Knife (D100 TS Alloy)	26d+5 (5) imp	0	200 / 375	1	T(1)	31	75	-2		4		640000	342

ARMOR & POSSESSIONS (continued)

Qty	Item	Location	Cost	Wgt	Qty	Item	Location	Cost	Wgt
1	Large Backpack		79500	9151.1	1	Lockpicks		50	.1
1	Annotated Map (World of Lia)		100	.1	1	Padlock, Fine		8000	2
1	By-Tor's Personal Toolkit		3170	55	1	Personal Basics		5	1
1	Battlesuit Maint.Tools (TL10)		400	8	1	Quick-Access Pockets		7637102.7	
1	Portable Mechanician's Tool Kit		120	10	20	Crossbow Bolts (2 Magazines of 10)		7602401.2	
1	Navigation Tools		300	6					
1	Portable Armoury Tool Kit		1100	21	1	Flight Potion (Shadow Wings)		3000	.5
1	Dwarven Whetstone		500	1	1	Major Healing Potion (Drinkable)		350	.5
1	Trap-Finder's Kit, Fine		1250	10	1	Minor Healing Potion (Drinkable)		120	.5
1	By-Tor's Technical Journals		75	12	12	Rations		24	6
1	Climbing Gear		20	4	3	Rope, 3/4" (per 10 yards)		75	15
1	Disguise Kit		800	10	1	Small Pouch		2010	3.1
1	Fishhooks & Line		50	0	1	Assorted Gems & Coin		1000	3
1	Large Bedroll		20	4	1	Gemstones (Rubies)		1000	.1

Qty	Item	Location	Cost	Wgt
1	Starcharts (Astrological)		100	.1
1	Telescope (Collapsable)		16000	6
1	Tome (Celestial Religious Practices)		500	12
1	Pirate Galleon (127')		5820006336	
3	Advanced Mechanisms (Steering, Rigging, Anchor)		3000	900
5	Heavy Proto-Ballista		5000	3000
8	Light Proto-Ballista		6000	2400
6	Magic Globes (6)		18000	36
1	Potion Belt		2110	5
3	Alchemist's Fire (Grenado)		300	3
1	Great Healing Potion (Drinkable)		1000	.5
1	Universal Antidote (Drinkable)		750	.5
1	Wineskin1		10	8.25
1	Water (per gallon)		0	8
1	Wineskin2		110	3.25
1	Wine (Red, 1 gallon)		100	3

NOTES

By-Tor is the 7th son of Red Beard the Pirate (who is also a 7th son.) He was born in the summer of 11322 and raised by his mother in Palatin, Bankor. At the age of 17, he left home to seek his fame & fortune. He sailed north, then east to Gorben, Gonham, where he met Shadowstorm, Shalomar & Ozone - the RoachKings. He joined their fellowship and proved to be an exceptional warrior with cutlass & mace. He also exhibited a knack for tinkering with mechanisms.

In 11350, in the heart of the "Twilite Zone," By-Tor joined the Priesthood of Celestian, studying long enough to become a 4th Level Cleric. As such, he learned the "Starbridge" ritual, with which he helped the RKs travel to several distant planets, even another galaxy. It was in that distant galaxy, in an interstellar "Federation of Planets" that he became a Lt. (jg) in Starfleet, after training under Cpt. Montgomery Scott at the Starfleet Academy School of Engineering.

Soon afterward, By-Tor & several other RoachKings were recruited by Thor to recover the 3 pieces of the cosmic entity known as Galactus, who had been shattered by the "Watchers" using a cosmic cube & his parts scattered to several of the outer planes. When they succeeded, Galactus granted By-Tor super strength, which made him larger and tripled the density of his bones & flesh.

After traveling through the "Point of Know Return," the "Cosmic Reset" of Pereg gave By-Tor invulnerability to all kinetic damage [including crushing, cutting, impaling & piercing.]

[In GURPS terms, By-Tor has 3 "Powers:" 1) The power to charm up to 14 people with his bardic voice; this Power is Source=Bardic Lore & Focus=Charming. 2) The power of physical strength sufficient to lift 50 tons over his head with both hands; this Power is Source=Cosmic & Focus=Strength. 3) The power of invulnerability to all crushing, cutting, impaling & piercing damage; this Power is Source=Cosmic & Focus=Kinetic Invulnerability.]