



CHARACTER SHEET

Name Character 1
 Ht Wt
 Appearance

Player
 Size Modifier 0 Age

Point Total 150
 Unspent Points 0

ST	13	[30]	HP	21	CURRENT	[16]
DX	11	[20]	Will	12		[10]
IQ	10	[0]	Per	12		[10]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 5 [-15] BASIC MOVE 5 [0]

PARRY 10 Brawling	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
BLOCK 0	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 5	Dodge 8
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 4

SKILLS			
Name	Level	Relative Level	
Aerobatics	11	DX+0	[4]
Brawling	15	DX+4	[12]
Detect Lies	11	Per-1	[2]
Intimidation	14	Will+2	[8]
Judo	10	DX-1	[2]
Jumping	12	DX+1	[2]
Karate	11	DX+0	[4]
Law (Pending)	8	IQ-2	[1]
Lifting	12	HT+0	[2]
Running	12	HT+0	[2]
Speed-Reading	9	IQ-1	[1]
Tracking	12	Per+0	[2]
Urban Survival	12	Per+0	[2]
Wrestling	13	DX+2	[8]

ADVANTAGES AND PERKS	
Ambidexterity	[5]
Catfall	[10]
Fearlessness 4	[8]
Fit	[5]
High Pain Threshold	[10]
Luck	[15]
Rapid Healing	[5]
DISADVANTAGES AND QUIRKS	
Bad Temper (12 or less)	[-10]
Chummy	[-5]
Curious (12 or less)	[-5]
Dyslexia	[-10]
Impulsiveness (12 or less)	[-10]
Magic Susceptibility -2	[-6]
Overconfidence (12 or less)	[-5]



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Character 1

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d cr	C	15	(10)			
	Bite	1d cr	C	15	(No)			
	Kick	1d+1 cr	C,1	13	(No)			
	Karate							
	Punch	1d 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	[91]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[58]
Disadvantages/Quirks	[-51]
Skills/Techniques	[52]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Karate						
	Punch	1d cr	C	11 (8)			
	Kick	1d+1 cr	C,1	9 (No)			