



CHARACTER SHEET

Name: Abraham Abe Hotchkiss
 Race: Human
 Appearance:

Player: Woodi
 Ht: 171 cm Wt: 74 kg Age: 31 Spent: 200
 Unspent: 0

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

* Conditional: -5 from 'Absent-Mindedness' when concentrating on another task

Vision 14	Taste/Smell 14	Death Check
Hearing 14	Fright Check 16*	Broad Jump 2.33 yd
Touch 14	Consciousness	High Jump 1.67 ft

* Includes: +2 from 'Fearlessness'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
█	█	█	█	█	█

FP	0 FP
█	█

} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

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
Dodge	8	7	6	5	4

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

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	11	8	1d-3 cr	C	—	—	
Brawling: Bite	11	—	1d-3 cr	C	—	—	
Brawling: Kick	9	—	1d-2 cr	C,1	—	—	

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Lefauchaux Mle 1854, 12x16mm	12	1d+2 pi+	2	100 yd / 1100 yd	1	6(5i)	9	-2	2	3	
Remington Hammer Lifter, 12G 2.5"	12	1d+1 pi	3	40 yd / 800 yd	2x8	2(4i)	10†	-6	1/5	3	[1]

Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -2 from 'Paranoia', +2 from 'Artificer'

Name	Pts
Artificer 2	[20]
Eidetic Memory	[5]
Roll: 14 (IQ)	
Fearlessness 2	[4]
Gadgeteer (Quick)	[50]
Gizmo 2	[10]
High Manual Dexterity 1	[5]
Lightning Calculator	[2]
Luck	[15]

Name	Pts
Western (Native)	[0]

Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
French	Accented	Literate	[4]
German	Broken	Semi-Lit.	[2]

Name	Pts
Absent-Mindedness	[-15]
Code of Honor (Gentleman's)	[-10]
Curious (9 or less)	[-7]
Overconfidence (12 or less)	[-5]
Paranoia	[-10]

Name	Level	Relative	Pts
Armoury/TL5 (Small Arms)	16*	IQ+2	[2]
Brawling	11	DX+0	[1]
Parry: 8			
Connoisseur (Wine)	13	IQ-1	[1]

Name	Level	Relative	Pts
Current Affairs/TL5 (Science & Technology)	14	IQ+0	[1]
Dancing	10	DX-1	[1]
Engineer/TL5 (Small Arms)	14*	IQ+0	[1]
Engineer/TL5 (Steam Engine)	14*	IQ+0	[1]
Explosives/TL5 (Demolition)	14	IQ+0	[2]
Fast-Talk	13	IQ-1	[1]
First Aid/TL5 (Human)	14	IQ+0	[1]
Guns/TL5 (Pistol)	12	DX+1	[2]
Guns/TL5 (Shotgun)	12	DX+1	[2]
Hiking	10	HT+0	[2]
Lockpicking/TL5	13†	IQ-1	[1]
Mathematics/TL5 (Applied)	12	IQ-2	[1]
Mechanic/TL5 (Steam Engine)	15†	IQ+1	[1]
Research/TL5	13	IQ-1	[1]
Riding (Horse)	10	DX-1	[1]
Savoir-Faire (High Society)	14	IQ+0	[1]
Science!	12	IQ-2	[6]
Scrounging	14	Per+0	[1]
Weird Science	13	IQ-1	[4]

* Includes: +2 from 'Artificer' ‡ Includes: +2 from 'Artificer'; Conditional: +1
 † Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table* (p. B550)

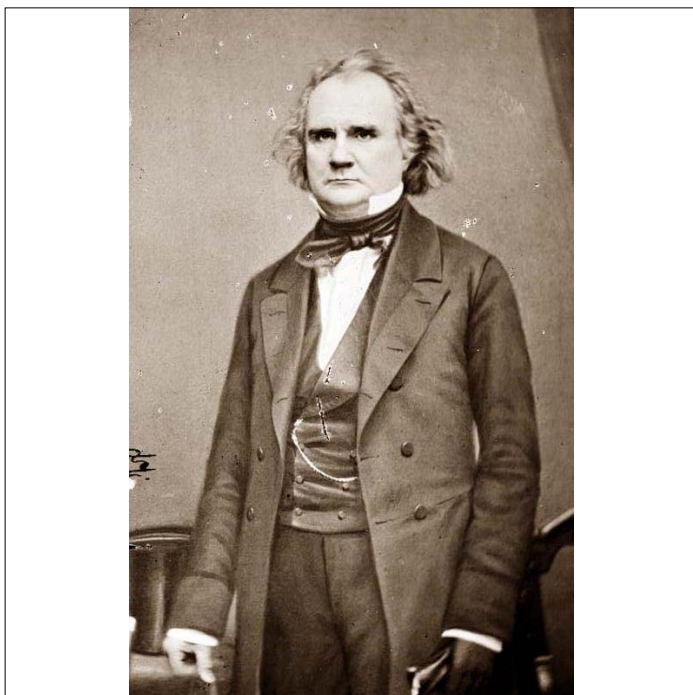
HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals*	-3
11	Groin	-3	—	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

For complete information, see: *Hit Location* (p. B398) and *Human and Humanoid Hit Location Table* (p. B552)

EQUIPMENT				
Qty	Item	Cost	Weight	
20	12-gauge 2.5" (18,5x63mmR)	10	2 lb	
30	12x16mm Lefauchaux (Ammo)	15	1.5 lb	
1	Boots Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb	
1	Lefauchaux Mle 1854, 12x16mm Description: TL:5 LC:3 Ammo:0.3 lb. Damage:1d+2 pi+ Acc:2 Range:100/1100 RoF:1 Shots:6(5i) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	270	2.3 lb	
1	Lockpicks Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	—	
1	Long Coat (Leather) Location: arms, groin, torso	250	5 lb	
1	Personal Basics Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb	
1	Portable Armoury Tool Kit Description: TL:1 Notes: Basic equipment for Armoury skill.	600	20 lb	
1	Remington Hammer Lifter, 12G 2.5" Description: TL:5 LC:3 Ammo:0.2 lb. Damage:1d+1 pi Acc:3 Range:40/800 RoF:2x8 Shots:2(4i) ST:10+ Bulk:-6 Rcl:1/5 Skill:Guns (Shotgun) Notes:[1], [1] First Rcl figure is for shot, second is for slugs.	250	7.4 lb	

LOAD-OUTS				
Qty	Combat	Cost	Weight	
20	12-gauge 2.5" (18,5x63mmR)	10	2 lb	
30	12x16mm Lefauchaux (Ammo)	15	1.5 lb	
1	Boots Location: feet	80	3 lb	
1	Lefauchaux Mle 1854, 12x16mm	270	2.3 lb	
1	Long Coat Location: arms, groin, torso	250	5 lb	
1	Remington Hammer Lifter, 12G 2.5"	250	7.4 lb	
		Total Weight:	21.2 lb	
Qty	« Light »	Cost	Weight	
1	Boots Location: feet	80	3 lb	
1	Lefauchaux Mle 1854, 12x16mm	270	2.3 lb	
1	Long Coat Location: arms, groin, torso	250	5 lb	
		Total Weight:	10.3 lb	
Qty	Travelling	Cost	Weight	
20	12-gauge 2.5" (18,5x63mmR)	10	2 lb	
30	12x16mm Lefauchaux (Ammo)	15	1.5 lb	
1	Boots Location: feet	80	3 lb	
1	Lefauchaux Mle 1854, 12x16mm	270	2.3 lb	
1	Lockpicks	50	—	
1	Long Coat Location: arms, groin, torso	250	5 lb	
1	Personal Basics	5	1 lb	
1	Portable Armoury Tool Kit	600	20 lb	
1	Remington Hammer Lifter, 12G 2.5"	250	7.4 lb	
		Total Weight:	42.2 lb	



POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[95]
Advantages, Perks	[117]
Disadvantages, Quirks	[-47]
Skills, Techniques	[35]
Total Points Spent:		200
Unspent Points:		0