



CHARACTER SHEET

Name Carn Stannovich
 Ht 5'8" Wt 180
 Appearance Dumpy, balding man with grey sideburns and beady blue-grey eyes.

Player Stu
 Size Modifier 0 Age 40

Point Total 120
 Unspent Points 0

ST	10	[0]	HP	11	<small>CURRENT</small>	[2]
DX	11	[20]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

Languages	Spoken	Written	
English	(Accented)	(Accented)	[4]
Russian	(Accented)	(Accented)	[4]
Ukrainian (Native Language)	(Native)	(Native)	[0]

DR	TL: 8	[0]
0	Cultural Familiarities	
	Eastern European (Native)	[0]
	Western	[1]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

PARRY	Reaction Modifiers
8	Appearance:
DX	Status: +0
BLOCK	Other: +0
6	
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

Name	Level	Relative Level	
Camouflage	12	IQ+0	[1]
Chemistry/TL8	12	IQ+0	[4]
Computer Operation/TL8	12	IQ+0	[1]
Cooking	11	IQ-1	[1]
Driving/TL8 (Automobile)	10	DX-1	[1]
Driving/TL8 (Heavy Wheeled)	10	DX-1	[1]
Engineer/TL8 (Civil)	10	IQ-2	[1]
Explosives/TL8 (Demolition)	15	IQ+3	[12]
Explosives/TL8 (Explosive Ordnance Disposal)	12	IQ+0	[1]
First Aid/TL8 (Human)	12	IQ+0	[1]
Guns/TL8 (Pistol)	11	DX+0	[1]
Guns/TL8 (Rifle)	11	DX+0	[1]
Janitorial Arts (Occupation)	12	IQ+0	[1]
Leadership	11	IQ-1	[1]
Mathematics/TL8 (Applied)	10	IQ-2	[1]
Observation	12	Per+0	[1]
<small>Includes: +1 from 'Acute Vision'</small>			
Savoir-Faire (Military)	12	IQ+0	[1]
Stealth	10	DX-1	[1]
Tactics	10	IQ-2	[1]

ADVANTAGES AND PERKS	
Acute Vision 1	[2]
Chronolocation	[5]
Independent Income (Army Pension) 1	[1]
Luck	[15]
Photographic Memory	[10]
DISADVANTAGES AND QUIRKS	
Dependent (Daughter) (No more than 50%) (9 or less; Loved one)	[-10]
Little Finger On Left Hand (Missing Finger)	[-2]
Overweight	[-1]
Wealth (Struggling)	[-10]
Chauvinistic	[-1]
Friendly and Talkative	[-1]
Poor Eating Habits	[-1]
Requies Blood Pressure Medication	[-1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
	Punch	1d-3 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

Qty	Item	Location	Cost	Weight
1	Ordinary Clothes		50	2
1	Shoes	feet	40	2
1	Towel		5	.2

CHARACTER NOTES
Carn was a sapper in the Ukrainian Army largely during post-Soviet Warsaw Pact from 1987-2008, retiring as a Senior Sargeant. He had just joined the army when the Berlin Wall came down shortly thereafter.

Carn is a widower. He and his wife had a tumultuous relationship from 1991 until her death from cancer in 2006. In 2007, at the urging of his teenage daughter, a reluctant Carn

(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[72]
Advantages/Perks/TL/Languages/Cultural Familiarity	[42]
Disadvantages/Quirks	[-27]
Skills/Techniques	[33]
Other	[]