

Portrait	Identity	Player Information	75 Points
	Name: Bruce Jones	Player: Jasmine	Attributes: 19
	Title: Fighter	Campaign: Mundane 1950's	Advantages: 71
	Religion: None	Created On: Jun 15, 2011	Disadvantages: -27
Description			
Race: Human	Height: 5' 11"	Hair: Brown, Greased Back	Quirks: -3
Gender: Male	Weight: 175 lb	Eyes: Brown	Skills: 15
Age: 17	Size: + 0	Skin: White	Spells: 0
Birthday: December 21	TL: 7	Hand: Both	Race: 0
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 12	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 11	• None (0) 29 lb 5 9	- Eye -9 0	Basic FP: 10
Intelligence (IQ): 9	Light (1) 58 lb 4 8	3-4 Skull -7 2	Tired: 3
Health (HT): 10	Medium (2) 87 lb 3 7	5 Face -5 0	Collapse: 0
Will: 9	Heavy (3) 174 lb 2 6	6-7 R. Leg -2 0	Unconscious: -10
Fright Check: 11	X-Heavy (4) 290 lb 1 5	8 R. Arm -2 0	Current HP: _____
Basic Speed: 5.25	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: 14
Basic Move: 5	Basic Lift: 29 lb	11 Groin -3 0	Reeling: 4
Perception: 8	One-Handed Lift: 58 lb	12 L. Arm -2 0	Collapse: 0
Vision: 8	Two-Handed Lift: 232 lb	13-14 L. Leg -2 0	Check #1: -14
Hearing: 8	Shove & Knock Over: 348 lb	15 Hand -4 0	Check #2: -28
Taste & Smell: 8	Running Shove & Knock Over: 696 lb	16 Foot -4 0	Check #3: -42
Touch: 8	Carry On Back: 435 lb	17-18 Neck -5 0	Check #4: -56
thr: 1d-1 sw: 1d+2	Shift Slightly: 1,450 lb	- Vitals -3 0	Dead: -70

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Ambidexterity	5	B39	Area Knowledge (Back Alleys of Everytown)	10	IQ+1	2	B176
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43	Brawling	13	DX+2	4	B182
Bad Temper CR: 12 (Quite Often).	-10	B124	Intimidation	9	Will+0	2	B202
Daredevil	15	B47	Streetwise (Greasers, Thugs)	9	IQ+0	2	B223
Fearlessness 2	4	B55	Shortsword (Lead Pipe)	12	DX+1	5	B209
Hard to Subdue 1	2	B59					
Enemy (Local Police) Weak Group, -10; Appears fairly often (9-), x1; Watcher, x0.25.	-2	B135					
Clueless	-10	B126					
Minor Addiction Tobacco	-1	B165					
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59					
Reputation 1 People Affected (Almost everyone), x1; Recognized all the time, x1.	-5	B26					
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55					
Danger Sense	15	B47					
Tactless	-1						
Foul Mouth	-1						

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Lead Pipe	Swung	12	10	No	1d+2 cut	1	8
Lead Pipe	Thrust	12	10	No	1d-1 imp	1	8
Natural	Kick	11	No		1d cr	C,1	

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick w/Boots	11	No		1d+1 cr	C,1	
Natural		Punch	13	10		1d-1 cr	C	

Equipment (2 lb; \$400)		? #	\$	W	\$	W	Ref
Lead Pipe		E 1	400	2 lb	400	2 lb	B273

Notes

Bruce is your average 1950s teen thug -- that is, all brawn and no brain. More of a tank than an actual fighter, he can take a hit and stay standing long enough to beat his enemy into a pleasant pulp, almost regardless of skill level. A high school dropout and hooligan, Bruce is a persona non grata in Everytown. The police hate him, his parents hate him, and in a small town like this, it's impossible to escape watching eyes...