



Name Luka Taylor Player NPC Point Total 49
 Ht 5'0" Wt 90lbs Size Modifier 0 Age 20 Unspent Points 1
 Appearance Cute redheaded young woman with long hair, green eyes, freckles and a penchent for stylish hats and brightly colored Converse All-Stars.

ST	9	[-10]	HP	9	CURRENT	[0]
DX	10	[0]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	10	[0]	FP	10	CURRENT	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]

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

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

PARRY	Reaction Modifiers
0	Appearance: +2/+4 <i>Unappealing Includes:</i> +2 from 'Appearance' <i>Appealing Includes:</i> +4 from 'Appearance' Status: +0
BLOCK	Other: +1; <i>Includes:</i> +2 from 'Charisma', -1 from 'Delusion (Has imaginary friend)' Conditional: +2 from 'Musical Ability', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Workaholic', -1 from 'Workaholic'
0	

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	16	BM x 1	5	Dodge	8
Light (1) = 2 x BL	32	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	48	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	96	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	160	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS	
Appearance (Beautiful)	[12]
Charisma 2	[10]
Musical Ability 2	[10]
Trading Character Points for Money 1	[1]
Classic Features (Redhead)	[1]
Permit (Concealed Carry)	[1]

DISADVANTAGES AND QUIRKS	
Charitable (15 or less)	[-7]
Delusion (Has imaginary friend) (Minor)	[-5]
Honesty (15 or less)	[-5]
Wealth (Poor)	[-15]
Workaholic	[-5]
Bisexual	[-1]
Rarely bothers with makeup, excessive hair grooming, etc.	[-1]
Tries to hide her rural Kentucky accent.	[-1]

SKILLS			
Name	Level	Relative Level	
Acting	11	IQ-1	[1]
Carousing	10	HT+0	[1]
Connoisseur (Literature)	11	IQ-1	[1]
Connoisseur (Music)	13	IQ+1	[4]
Cooking	12	IQ+0	[2]
Current Affairs/TL8 (Popular Culture)	12	IQ+0	[1]
Diplomacy	11	IQ-1	[2]
Conditional: +2 from 'Charisma' when making Influence rolls			
Guns/TL8 (Pistol)	10	DX+0	[1]
Housekeeping	12	IQ+0	[1]
Musical Composition	12	IQ+0	[1]
Includes: +2 from 'Musical Ability'			
Musical Instrument (Guitar)	13	IQ+1	[2]
Includes: +2 from 'Musical Ability'			
Poetry (Lyrics)	12	IQ+0	[1]
Professional Skill (Barista)	11	IQ-1	[1]
Sex Appeal (Human)	13	HT+3	[1]
Includes: +4 from 'Appearance'			
Conditional: +2 from 'Charisma' when making Influence rolls			
Singing	14	HT+4	[4]
Includes: +2 from 'Musical Ability'			



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)			
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Glock 27 .40 S&W	2d+1 pi+	1	160 / 1800	3	9+1	10	8	-1	2	3		602.7	2.015

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
32	.40 S&W (10x21mm)		9.6	1.12
9	.40 S&W (10x21mm)		2.7	.315
9	.40 S&W (10x21mm)		2.7	.315
1	Cell Phone		250	.25
1	Cigarette Lighter		10	0
1	Computer, Netbook		400	2
1	Digital Media Player (iPod Micro)		100	.25
1	Ear Muffs		200	1
1	Flashlight, Mini		10	.25
1	Glock 27 Magazine		34.7	.715
1	Holster, Belt		25	.5
1	Ordinary Clothes		0	2
1	Purse		50	1
1	Sneakers	feet	40	2
1	Wristwatch		20	0

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[30]
Advantages/Perks/TL/Languages/Cultural Familiarity	[35]
Disadvantages/Quirks	[-40]
Skills/Techniques	[24]
Other	[]