



**CHARACTER SHEET**

Name: **Ray Jones**  
 Race: **Human**  
 Appearance:

Player: \_\_\_\_\_  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_ Spent: **40**  
 Unspent: **110**

<b>ST</b> 11 [ 10]	<b>HP</b> 11 [ 0]	<b>Basic Speed</b> 5 [ 0]
<b>DX</b> 10 [ 0]	<b>Will</b> 10 [ 0]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 10 [ 0]	<b>Per</b> 10 [ 0]	<b>BL</b> 24 lb (STxST)/5
<b>HT</b> 10 [ 0]	<b>FP</b> 10 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1
<b>TL</b> 9 [ 0]	<b>SM</b> +0	

Vision 10	Taste/Smell 10	Death Check 10
Hearing 10	Fright Check 10	Broad Jump 2.33 yd
Touch 10	Consciousness 10	High Jump 1.67 ft

<b>HP</b>	<b>0 HP</b>	<b>-1xHP</b>	<b>-2xHP</b>	<b>-3xHP</b>	<b>-4xHP</b>
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21	-22 -23 -24 -25 -26 -27 -28 -29 -30 -31 -32	-33 -34 -35 -36 -37 -38 -39 -40 -41 -42 -43	-44 -45 -46 -47 -48 -49 -50 -51 -52 -53 -54

<b>FP</b>	<b>0 FP</b>	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	

<b>PARRY</b>	<b>PARRY</b>	<b>BLOCK</b>	<b>DODGE</b>	<b>OTHER</b>
8	8		7/8	
Brawling	DX		Light	

<b>Eyes</b> DR: 0 DB: 0	<b>Skull</b> DR: 2 DB: 0	<table border="1"> <tr> <th>Loc.</th> <th>HP</th> <th>#</th> </tr> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>—</td><td>_____</td></tr> <tr><td>Skull</td><td>—</td><td>_____</td></tr> <tr><td>Face</td><td>—</td><td>_____</td></tr> <tr><td>Torso</td><td>—</td><td>_____</td></tr> <tr><td>Groin</td><td>—</td><td>_____</td></tr> <tr><td>Arms</td><td>6</td><td>_____</td></tr> <tr><td>Hands</td><td>4</td><td>_____</td></tr> <tr><td>Legs</td><td>6</td><td>_____</td></tr> <tr><td>Feet</td><td>4</td><td>_____</td></tr> <tr><td><b>Bonus DR:</b></td><td>0</td><td></td></tr> <tr><td><b>Bonus DB:</b></td><td>0</td><td></td></tr> <tr><td><b>Notes:</b></td><td></td><td></td></tr> </table>	Loc.	HP	#	Eyes	2	_____	Neck	—	_____	Skull	—	_____	Face	—	_____	Torso	—	_____	Groin	—	_____	Arms	6	_____	Hands	4	_____	Legs	6	_____	Feet	4	_____	<b>Bonus DR:</b>	0		<b>Bonus DB:</b>	0		<b>Notes:</b>		
Loc.	HP		#																																									
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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.

Appearance: +0
Status: +0
Other: +0

Name	Level	Relative	Pts
Area Knowledge (local) {p. B176}	10	IQ+0	[ 1]
Armoury/TL9 (Small Arms) {p. B178}	9	IQ-1	[ 1]
Brawling {p. B182}	11	DX+1	[ 2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 8			
Carousing {p. B183}	11	HT+1	[ 2]
Driving/TL9 (Automobile) {p. B188}	10	DX+0	[ 2]
Guns/TL9 (Submachine Gun) {p. B198}	11	DX+1	[ 2]
Knife {p. B208}	10	DX+0	[ 1]
Parry: 7			
Observation {p. B211}	11	Per+1	[ 4]
Running {p. B218}	10	HT+0	[ 2]
Scrounging {p. B218}	11	Per+1	[ 2]
Stealth {p. B222}	10	DX+0	[ 2]
Streetwise {p. B223}	10	IQ+0	[ 2]
Survival (Radioactive Wasteland) {p. B223}	11	Per+1	[ 4]

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	Skill used: Brawling	11	8	1d-2 cr	C	-	-	
Brawling: Bite	Skill used: Brawling	11	-	1d-2 cr	C	-	-	
Brawling: Kick	Skill used: Brawling-2	9	-	1d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Hatchet	Skill used: DX-5	5	5	1d+1 cut	1	8	4	[1]
Large Knife: swing	Skill used: Knife	10	7	1d-1 cut	C,1	6	4	
Large Knife: thrust	Skill used: Knife	10	7	1d-1 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Hatchet	Skill used: DX-4	6	1d+1 cut	1	16.5 yd / 27.5 yd	1	T(1)	8	-2	-	4
Ithaca Auto & Burglar, 20G 2.5"	Skill used: Guns (Submachine Gun)-2	9	1d pi	2	40 yd / 800 yd	2x7	2(3i)	9†	-3	1/5	3 [1, 3]
Large Knife	Skill used: DX-4	6	1d-1 imp	-	8.8 yd / 16.5 yd	1	T(1)	6	-2	-	4
MAC-Ingram M10, 9x19mm	Skill used: Guns (Submachine Gun)	11	2d+2 pi	3	130 yd / 1400 yd	18	32(3)	8†	-3*	2	2

**ATTACKS TABLES COLUMN NOTES**

**ST "†"**: The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "†"**: The weapon is a *thrown weapon*.

**Shots "†"**: Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

SIZE AND SPEED/RANGE TABLE					
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.

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 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

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet	80	3 lb
1	Goggles	10	-
1	Hatchet {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw cut Acc:1 Range:ST*1.5/ST*2.5 RoF:1 Shots:T(1) ST:8 Bulk:-2], [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	2 lb
1	Ithaca Auto & Burglar, 20G 2.5" {p. HT104} Description: TL:6 LC:3 Ammo:0.2 lb. Damage:1d pi Acc:2 Range:40/800 RoF:2x7 Shots:2(3i) ST:9† Bulk:-3 Rcl:1/5 Skill:Guns (Shotgun) Notes:[1, 3], [1] First Rcl figure is for shot, second is for slugs. [3] Lacks sling swivels (p. 154).	400	5 lb
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Cap {p. B284} Description: TL:1 LC:4 DR:1* Locations: skull Location: skull	32	-
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Leather Jacket {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	MAC-Ingram M10, 9x19mm {p. HT124} Description: TL:7 LC:2 Ammo:1.3 lb. Damage:2d+2 pi Acc:3 Range:130/1400 RoF:18 Shots:32(3) ST:8† Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun)	425	7.5 lb
1	Reinforced Boots {p. B284} Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb

SCRATCH PAD			

ADVANTAGES	
Name	Pts
High Pain Threshold {p. B59} <small>Roll to ignore pain: 13 (Will+3)</small>	[ 10 ]
Night Vision 2 {p. B71}	[ 2 ]
Peripheral Vision {p. B74}	[ 15 ]
Temperature Tolerance 1 {p. B93}	[ 1 ]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's) {p. B127}	[ -5 ]
Gluttony (12 or less) {p. B137}	[ -5 ]
Greed (12 or less) {p. B137}	[ -15 ]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[ 10 ]
Advantages, Perks	[ 28 ]
Disadvantages, Quirks	[ -25 ]
Skills, Techniques	[ 27 ]
<b>Total Points Spent:</b>	<b>40</b>
<b>Unspent Points:</b>	<b>110</b>

CAMPAIGN LOG		
<b>Points:</b> (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
6/29/2010: 0 pts		