



Name: Vermin
Race: Human
Appearance:

Player: Ht: 5' 11" Wt: 135 Age: 20 Spent: 250
Unspent: 0

CHARACTER SHEET

ST 13 [30]	HP 13 [0]	Basic Speed 6.25 [-5]
DX 13 [60]	Will 11 [5]	Basic Move 6 [0]
IQ 10 [0]	Per 12 [10]	BL 34 lb (STxST)/5
HT 13* [30]	FP 13 [0]	Thr 1d Sw 2d-1

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 14*
Hearing 12	Fright Check 14†	High Jump 2.17 ft
Touch 12	Consciousness 14*	Broad Jump 3 yd

* +1 from 'Fit' † +2 from 'Combat Reflexes', +1 from 'Fearlessness'

HP 4, 0, -13, -26, -39, -52, -65 **FP** 4, 0, -13

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (New York) {p. B176}	13	IQ+3	[8]
Bat (Two-Handed Axe/Mace) {p. B208}	14	DX+1	[4]
Parry: 11			
Brawling {p. B182}	15	DX+2	[4]
Parry: 11			
Chain (Kusari) {p. B209}	14	DX+1	[8]
Parry: 11			
Climbing {p. B183}	13	DX+0	[2]
Club (Broadsword) {p. B208}	14	DX+1	[4]
Parry: 11			
Colors (Heraldry) {p. B199}	11	IQ+1	[4]
Detect Lies {p. B187}	11	Per-1	[2]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	11	IQ+1	[4]
First Aid/TL8 (Human) {p. B195}	13	IQ+3	[8]
Gesture {p. B198}	10	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	9	DX-4	[0]
Intimidation {p. B202}	11	Will+0	[2]
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Lockpicking/TL8 {p. B206}	10	IQ+0	[2]
Navigation/TL8 (Land) {p. B211}	12	IQ+2	[8]
Pickpocket {p. B213}	11	DX-2	[1]
Running {p. B218}	12	HT-1	[1]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	14	Per+2	[8]
Shadowing {p. B219}	11	IQ+1	[4]
Stealth {p. B222}	13	DX+0	[2]
Streetwise {p. B223}	12	IQ+2	[8]
Throwing {p. B226}	13	DX+0	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* +1 from 'Combat Reflexes'

PARRY 11* Brawling	PARRY	BLOCK 8* DX	DODGE 10* None	OTHER
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Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Fearlessness 1 {p. B55}	[2]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (The Warriors) {p. B127}	[-5]
Impulsiveness (12 or less) {p. B139}	[-10]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[130]
Advantages, Perks	[47]
Disadvantages, Quirks	[-20]
Skills, Techniques	[93]
Total Points Spent:	250
Unspent Points:	0

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bat	15	11U	2d+1 cr	C,1	10	4	
Chain (Kusari)	11	7U	2d+1 cr	1-4*	11	4	[6]
Club (one hand): Swing	12	10	2d cr	1	10	4	
Club (one hand): Thrust	12	10	1d+1 cr	1	10	4	
Switchblade (Knife): Swing	14	10	2d-3 cut	C,1	6	4	
Switchblade (Knife): Thrust	14	10	1d imp	C	6	4	[1]

Reach "***": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
 Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Revolver (.38)	9	2d pi+	1	125 yd / 1500 yd	3	6(3)	8	-1	2	3	
<small>Skill used: Guns (Pistol)</small>											
Switchblade (Knife): Thrown	13	1d imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	
<small>Skill used: Throwing</small>											

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

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

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

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.