



Name: Ajax  
Race: Human  
Appearance:

Player: Ht: 6' 0" Wt: 150 Age: 20 Spent: 250  
Unspent: 0

CHARACTER SHEET

<b>ST</b> 14 [ 40]	<b>HP</b> 14 [ 0]	<b>Basic Speed</b> 6.25 [ 0]
<b>DX</b> 13 [ 60]	<b>Will</b> 11 [ 10]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 9 [ -20]	<b>Per</b> 11 [ 10]	<b>BL</b> 39 lb (STxST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	Thr 1d Sw 2d

\* Cond. +1 from 'Fit'

<b>TL</b> 8 [ 0]	<b>SM</b> +0
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Vision 11	Taste/Smell 11	Death Check 13*
Hearing 11	Fright Check 15†	High Jump 2.17 ft
Touch 11	Consciousness 13*	Broad Jump 3 yd

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

**HP** 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -12

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

\* +1 from 'Combat Reflexes'

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

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

\* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[ 15]
Daredevil {p. B47}	[ 15]
Fearlessness 2 {p. B55}	[ 4]
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	[ 120]
Advantages, Perks	[ 64]
Disadvantages, Quirks	[ -20]
Skills, Techniques	[ 86]
<b>Total Points Spent:</b>	<b>250</b>
<b>Unspent Points:</b>	<b>0</b>

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+2 cr	C,1	10	4	
Chain (Kusari)	11	7U	2d+2 cr	1-4*	11	4	[6]
Club (one hand): Swing	12	10	2d+1 cr	1	10	4	
Club (one hand): Thrust	12	10	1d+1 cr	1	10	4	
Switchblade (Knife): Swing	13	9	2d-2 cut	C,1	6	4	
Switchblade (Knife): Thrust	13	9	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	
<i>Skill used: Guns (Pistol)</i>											
Switchblade (Knife): Thrown	13	1d imp	-	11 yd / 21 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											

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	39 lb	78 lb	117 lb	234 lb	390 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	78 lb	312 lb	468 lb	585 lb	1950 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.