



Name: Cochise
Race: Human
Appearance:

Player: Ht: 6' 1" Wt: 145 Age: 19 Spent: 250
Unspent: 0

CHARACTER SHEET

| | | |
|---------------------|---------------------|-----------------------------|
| ST 13 [30] | HP 13 [0] | Basic Speed 6.5 [0] |
| DX 14 [80] | Will 11 [5] | Basic Move 6 [0] |
| IQ 10 [0] | Per 11 [5] | BL 34 lb (STxST)/5 |
| HT 12* [20] | FP 12 [0] | Thr 1d Sw 2d-1 |

* Cond. +1 from 'Fit'

| | |
|------------------|--------------|
| TL 8 [0] | SM +0 |
|------------------|--------------|

| | | |
|------------|-------------------|-------------------|
| Vision 11 | Taste/Smell 11 | Death Check 13* |
| Hearing 11 | Fright Check 14† | High Jump 2.17 ft |
| Touch 11 | Consciousness 13* | Broad Jump 3 yd |

* +1 from 'Fit'

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

HP 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -12

| SKILLS | | | |
|-------------------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Area Knowledge (New York) {p. B176} | 11 | IQ+1 | [2] |
| Bat (Two-Handed Axe/Mace) {p. B208} | 13 | DX-1 | [1] |
| Parry: 10 | | | |
| Chain (Kusari) {p. B209} | 15 | DX+1 | [8] |
| Parry: 11 | | | |
| Climbing {p. B183} | 13 | DX-1 | [1] |
| Club (Broadsword) {p. B208} | 13 | DX-1 | [1] |
| Parry: 10 | | | |
| Colors (Heraldry) {p. B199} | 11 | IQ+1 | [4] |
| Detect Lies {p. B187} | 11 | Per+0 | [4] |
| Fast-Draw (weapon) {p. B194} | 15* | DX+1 | [1] |
| Fast-Talk {p. B195} | 12 | IQ+2 | [8] |
| First Aid/TL8 (Human) {p. B195} | 12 | IQ+2 | [4] |
| Gesture {p. B198} | 11 | IQ+1 | [2] |
| Guns/TL8 (Pistol) {p. B198} | 10 | DX-4 | [0] |
| Intimidation {p. B202} | 11 | Will+0 | [2] |
| Karate {p. B203} | 16 | DX+2 | [12] |
| Parry: 12 | | | |
| Knife {p. B208} | 14 | DX+0 | [1] |
| Parry: 10 | | | |
| Leadership {p. B204} | 10 | IQ+0 | [2] |
| Navigation/TL8 (Land) {p. B211} | 13† | IQ+3 | [2] |
| Pickpocket {p. B213} | 12 | DX-2 | [1] |
| Running {p. B218} | 12 | HT+0 | [2] |
| Scrounging {p. B218} | 13 | Per+2 | [4] |
| Search {p. B219} | 12 | Per+1 | [4] |
| Shadowing {p. B219} | 11 | IQ+1 | [4] |
| Stealth {p. B222} | 13 | DX-1 | [1] |
| Streetwise {p. B223} | 11 | IQ+1 | [4] |
| Throwing {p. B226} | 13 | DX-1 | [1] |
| Wrestling {p. B228} | 14 | DX+0 | [2] |
| Parry: 11 | | | |

* +1 from 'Combat Reflexes'

† +3 from 'Absolute Direction'

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|--------|-------|-------|-------|-------|
| 12* | | 9* | 10* | |
| Karate | | DX | None | |

| 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 |
| Absolute Direction {p. B34} | [5] |
| 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] |
| Sense of Duty (The Warriors; Large Group) {p. B153} | [-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 | [140] |
| Advantages, Perks | [52] |
| Disadvantages, Quirks | [-20] |
| Skills, Techniques | [78] |
| Total Points Spent: | 250 |
| Unspent Points: | 0 |

| MELEE ATTACKS | | | | | | | |
|-----------------------------|-------|-------|----------|-------|----|----|-------|
| Non-Equipment based | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Bite | 14 | - | 1d-1 cr | C | - | - | |
| Karate: Punch | 16 | 12 | 1d+1 cr | C | - | - | |
| Karate: Kick | 14 | - | 1d+2 cr | C,1 | - | - | |
| Equipment based | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Bat | 13 | 10U | 2d+1 cr | C,1 | 10 | 4 | |
| Chain (Kusari) | 15 | 9U | 2d+1 cr | 1-4* | 11 | 4 | [6] |
| Club (one hand): Swing | 13 | 10 | 2d cr | 1 | 10 | 4 | |
| Club (one hand): Thrust | 13 | 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) | 10 | 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 | - | 10 yd / 20 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* | |
| * Cond. +2 from 'Sense of Duty (The Warriors)' when in dangerous situations if Sense of Duty is known | |

| 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. Dmg. | 1 | 2-3 | 4-7 |
| | 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.