



Name: Xerxes
Race: Feral Worlder

Player: Koschi
Ht: Wt:

Age: Spent: 200
Unspent: 0

Appearance: Auf einer Feral World aufgewachsen, dann in den Dienst eingezogen und vom Inquisitor entdeckt.

CHARACTER SHEET

ST 14	[40]	HP 14	[0]	Basic Speed 6,5	[0]
DX 14	[80]	Will 10	[0]	Basic Move 6	[0]
IQ 10	[0]	Per 10	[0]	BL 39 lb	(ST×ST)/5
HT 12*	[20]	FP 12	[0]	Thr 1d	Sw 2d
TL 10	[0]			SM +0	

* Conditional: +1 from 'Fit', +3 from 'Resistant to Metabolic Hazards' when fending off infections and poisons..

Vision 10	Fright Check 12*	High Jump 2.17 ft
Hearing 10	Consciousness 13†	Money 830
Touch 10	Death Check 14‡	
Taste/Smell 10	Broad Jump 3 yd	

* Includes: +2 from 'Combat Reflexes' ‡ Includes: +1 from 'Hard to Kill', +1 from 'Fit'
† Includes: +1 from 'Fit'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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 ‡ Double with a running start
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

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

TEMPLATES AND META-TRAITS

Name	Pts
Feral Worlder {p. wiki}	[1]
Description: Most of your life has been spent among your people on a harsh feral world, where strength, courage and martial skill are valued above all else. You are big, strong and brave, but also superstitious. You almost certainly belonged to a warrior clan, and you are valued for your skill in battle.	
Resistant to Metabolic Hazards {p. wiki}	[10]
Description: You get a +3 Bonus to HT when your body must fend off an infection, poison or any other metabolic hazard.	
Feral Talent 2 {p. wiki}	[10]
Description: Skill Bonus to Animal Handling, Camouflage, Navigation (Land), Survival (any), Tracking	
Animallover	[1]
Description: You are good with one species of animals.	
One Task Wonder (Stop Bleeding)	[1]
Description: Roll vs. IQ to stop a bleeding. You do not need the First Aid skill to do this.	
Anti-Talent (Tech-Ineptitude) -2 {p. B134}	[-20]
Description: You can never learn Computer Operation, Computer Programming, Computer Hacking or Electronics Operation skills and you have an extra -1 per level on your skill defaults	
Crude	[-1]
Description: You can never learn any Savoire-Faire skill	

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Enhanced Tracking 1 (Multiple Lock-Ons, +20%) {p. B53, P49}	[6]
Fit {p. B55}	[5]
Gunslinger (Beam Weapons (Rifle) only, -40%) {p. B58}	[15]
Hard to Kill 1 {p. B58}	[2]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Legal Enforcement Powers 3 (Free, *0) {p. B65}	[0]
Legal Immunity 1 (Free, *0) {p. B65}	[0]

PERKS

Name	Pts
Tracer Eyes {p. GF22}	[1]
Description: You can see the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill. This becomes a realistic perk for experienced shooters (Guns at DX+2 or better) with Acute Vision.	
Walking Armory {p. GF23}	[1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though – get Gizmos (p. 15) for undetectable guns.	

DISADVANTAGES

Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	[-15]
Duty (Inquisition) (15 or less (almost always)) (Extremely Hazardous, -5) {p. B134}	[-20]

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]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX-2	[1]
Animal Handling (Dogs) {p. B175}	11*	IQ+1	[1]
Artillery/TL10 (Guided Missile) {p. B178}	9	IQ-1	[1]
Beam Weapons/TL10 (Pistol) {p. B179}	15	DX+1	[1]
Beam Weapons/TL10 (Rifle) {p. B179}	19	DX+5	[16]
Brawling {p. B182}	15	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: 11			
Camouflage {p. B183}	12*	IQ+2	[1]
Fast-Draw (Long Arm) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Gunner/TL10 (Beams) {p. B198}	14	DX+0	[1]
Gunner/TL10 (Machine Gun) {p. B198}	14	DX+0	[1]
Guns/TL10 (Grenade Launcher) {p. B198}	14	DX+0	[1]
Guns/TL10 (Light Anti-Armor Weapon) {p. B198}	14	DX+0	[1]
Guns/TL10 (Light Machine Gun) {p. B198}	14	DX+0	[1]
Guns/TL10 (Pistol) {p. B198}	14	DX+0	[1]
Guns/TL10 (Rifle) {p. B198}	14	DX+0	[1]
Guns/TL10 (Shotgun) {p. B198}	14	DX+0	[1]
Intimidation {p. B202}	9	Will-1	[1]
Knife {p. B208}	15	DX+1	[2]
Parry: 10			
Leadership {p. B204}	9	IQ-1	[1]
Navigation/TL10 (Land) {p. B211}	11*	IQ+1	[1]
Observation {p. B211}	9	Per-1	[1]
Savoir-Faire (Military) {p. B218}	10	IQ+0	[1]
Soldier/TL10 {p. B221}	9	IQ-1	[1]
Stealth {p. B222}	13	DX-1	[1]
Survival (Jungle) {p. B223}	11*	Per+1	[1]
Tracking {p. B226}	11*	Per+1	[1]

* Includes: +2 from 'Feral Talent' † Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	15	11	1d-1 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	15	-	1d-1 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	13	-	1d cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: Swing <i>Skill used: Knife</i>	15	10	2d-1 cut	C,1	6	1	4	
Large Knife: Thrust <i>Skill used: Knife</i>	15	10	1d+1 imp	C	6	1	4	[1]

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife: Thrown <i>Skill used: DX-4</i>	10	1d+1 imp	-	11 yd / 21 yd	1	T(1)	6	-2	-	1	4	
Laser Rifle <i>Skill used: Beam Weapons (Rifle)</i>	19	6d(2) burn	12	700 yd / 1.19 mi	10	83(5)	7†	-4	1	8	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 "T": The weapon is a *thrown weapon*.

SLAM TABLE				
1	2-3	4-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	10*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	8	_____
Hands	5	_____
Legs	8	_____
Feet	5	_____
Bonus DR:	0	
Bonus DB:	0	
Notes:		

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
14 13 12 11 10	0 -1 -2 -3 -4	14 15 16 17 18	28 29 30 31 32	42 43 44 45 46	56 57 58 59 60
9 8 7 6 5	-5 -6 -7 -8 -9	19 20 21 22 23	33 34 35 36 37	47 48 49 50 51	61 62 63 64 65
4 3 2 1	-10 -11 -12 -13	24 25 26 27	38 39 40 41	52 53 54 55	66 67 68 69

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-10 -11

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS			
Qty	Everything	Cost	Weight
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Large Knife (Fine Quality, *1) {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)] Notes: [[1]]	40	1 lb
1	Light Clamshell (TL10) {p. UT176} Description: TL:10 LC:2 DR:45 Location:torso Location: torso	600	12 lb
1	Light Infantry Helmet (TL10) {p. UT176} Description: TL:10 LC:3 DR:24 Location:skull Location: skull	250	3 lb
Totals:		970	19 lb

SCRATCH PAD			

CAMPAIGN LOG			
Points:	(logged) 0	+ (other) 0	= (total) 0
Initial Character Creation			
11.10.2013: 0 pts			

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[140]
Advantages, Perks		[56]
Disadvantages, Quirks		[-40]
Skills, Techniques		[44]
Total Points Spent:		200
Unspent Points:		0