



Name: Jak Bloodknuckle
 Race: Human
 Appearance: Terminator für Minions

Player: Stefan Leuenberger
 Ht: Wt: Age:

Spent: 200
 Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 10 [0]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2
TL 10 [0]		SM +0

Vision 10	Fright Check 12*	High Jump 2.17 ft
Hearing 10	Consciousness 12	Money 8250
Touch 10	Death Check 12	
Taste/Smell 10	Broad Jump 3 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 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	58 lb	232 lb	348 lb	435 lb	1450 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.

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	* Conditional: +4 from 'Shootist' when recognized by gun-nuts

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Gunslinger (Las Pistols only, -60%) {p. B58}	[10]
High Pain Threshold {p. B59}	[10]
Hiver Talent 1 {p. B134}	[5]
Shootist 4 {p. B89}	[20]
Description: Gives a bonus of +1 per level to the following Skills: Acrobatics, Armoury (Small Arms), Fast-Draw, Leadership, Tactics	
Weapon Master (Katana) (one specific weapon) {p. B99}	[20]

PERKS	
Name	Pts
Off-Hand Weapon Training (Beam Weapons (Pistol)) {p. MA50, GF20}	[1]
Terrain Adaption (Crowds)	[1]

DISADVANTAGES	
Name	Pts
Alcoholism {p. B122}	[-15]
Anti-Talent (Outdoor Survival) -2 {p. B134}	[-20]
Duty (Inquisition) (15 or less (almost always)) (Extremely Hazardous, -5) {p. B134}	[-20]

QUIRKS	
Name	Pts
Attentive {p. B164}	[-1]
Chauvinistic {p. B164}	[-1]
Code of Honor {p. B164}	[-1]
Nosy {p. B164}	[-1]
Proud {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14*	DX+2	[1]
Armoury/TL10 (Small Arms) {p. B178}	13*	IQ+3	[1]

SKILLS (continued)

Name	Level	Relative	Pts
Axe/Mace {p. B208}	11	DX-1	[1]
Parry: 9			
Beam Weapons/TL10 (Pistol) {p. B179}	18	DX+6	[20]
Brawling {p. B182}	12	DX+0	[1]
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: 10			
Broadsword {p. B208}	18	DX+6	[24]
Parry: 13			
Camouflage {p. B183}	10	IQ+0	[1]
Carousing {p. B183}	12	HT+0	[1]
Climbing {p. B183}	11	DX-1	[1]
Explosives/TL10 (Demolition) {p. B194}	9	IQ-1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	17†	DX+5	[1]
Fast-Draw (Grenade) {p. B194}	17†	DX+5	[1]
Fast-Draw (Long Arm) {p. B194}	17†	DX+5	[1]
Fast-Draw (Pistol) {p. B194}	17†	DX+5	[1]
Fast-Talk {p. B195}	9	IQ-1	[1]
First Aid/TL10 (Human) {p. B195}	10	IQ+0	[1]
Forced Entry {p. B196}	12	DX+0	[1]
Guns/TL10 (Grenade Launcher) {p. B198}	12	DX+0	[1]
Guns/TL10 (Light Anti-Armor Weapon) {p. B198}	12	DX+0	[1]
Guns/TL10 (Light Machine Gun) {p. B198}	12	DX+0	[1]
Guns/TL10 (Pistol) {p. B198}	12	DX+0	[1]
Guns/TL10 (Rifle) {p. B198}	12	DX+0	[1]
Guns/TL10 (Shotgun) {p. B198}	12	DX+0	[1]
Hiking {p. B200}	11	HT-1	[1]
Holdout {p. B200}	9	IQ-1	[1]
Intelligence Analysis/TL10 {p. B201}	8	IQ-2	[1]
Interrogation {p. B202}	9	IQ-1	[1]
Judo {p. B203}	12	DX+0	[4]
Parry: 10			
Knife {p. B208}	12	DX+0	[1]
Parry: 9			
Leadership {p. B204}	13*	IQ+3	[1]
Observation {p. B211}	9	Per-1	[1]
Running {p. B218}	11	HT-1	[1]
Savoir-Faire (Military) {p. B218}	10	IQ+0	[1]
Scrounging {p. B218}	10	Per+0	[1]
Soldier/TL10 {p. B221}	9	IQ-1	[1]
Staff {p. B208}	11	DX-1	[1]
Parry: 11			
Stealth {p. B222}	12	DX+0	[2]
Strategy (Land) {p. B222}	8	IQ-2	[1]
Tactics {p. B224}	12*	IQ+2	[1]
Throwing {p. B226}	12	DX+0	[2]
Traps/TL10 {p. B226}	9	IQ-1	[1]

* Includes: +4 from 'Shootist'
 † Includes: +1 from 'Combat Reflexes', +4 from 'Shootist'

