



Name: Jak Bloodknuckle  
Race: Hive Worlder  
Appearance: Terminator für Minions

Player: Stefan Leuenberger  
Ht:                   Wt:                   Age:

Spent: 200  
Unspent: 0

### CHARACTER SHEET

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

Vision 10	Fright Check 12*	High Jump 2.17 ft
Hearing 10	Consciousness 12	Money 7270
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

TEMPLATES AND META-TRAITS	
Name	Pts
<b>Hive Worlder</b> {p. wiki} Description: The great hives are not like other worlds in the Imperium, and your are not like the common man. Technology has surrounded you all your life and you find its rarity elsewhere bemusing. You are an adventurer, an opportunist - more inquisitive than your fellows and certainly quicker on the draw!	[ 1 ]
<b>Hiver Talent 1</b> {p. wiki} Description: Skill Bonus to Computer Operation, Electronics Operation (Surveillance, Security, Communications, Media)	[ 5 ]
<b>Combat Reflexes</b> {p. B43}	[ 15 ]
<b>Crowd Adaption</b> Description: You can move through crowds at full basic move	[ 1 ]
<b>Anti-Talent (Outdoor Survival) -4</b> {p. B134} Description: You can never learn Survival skills and you have an extra -1 per level on your skill defaults	[ -20 ]

ADVANTAGES	
Name	Pts
<b>Gunslinger</b> (Las Pistols only, -60%) {p. B58}	[ 10 ]
<b>High Pain Threshold</b> {p. B59} Roll to ignore pain: 13 (Will+3)	[ 10 ]
<b>Shootist 4</b> {p. B89} Description: Gives a bonus of +1 per level to the following Skills: Acrobatics, Armoury (Small Arms), Fast-Draw, Leadership, Tactics	[ 20 ]
<b>Weapon Master (Katana) (one specific weapon)</b> {p. B99}	[ 20 ]

PERKS	
Name	Pts
<b>Off-Hand Weapon Training (Beam Weapons (Pistol))</b> {p. MA50, GF20}	[ 1 ]

DISADVANTAGES	
Name	Pts
<b>Alcoholism</b> {p. B122}	[ -15 ]
<b>Duty (Inquisition) (15 or less (almost always))</b> (Extremely Hazardous, -5) {p. B134}	[ -20 ]

### QUIRKS

Name	Pts
<b>Attentive</b> {p. B164}	[ -1 ]
<b>Chauvinistic</b> {p. B164}	[ -1 ]
<b>Code of Honor</b> {p. B164}	[ -1 ]
<b>Nosy</b> {p. B164}	[ -1 ]
<b>Proud</b> {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 ]
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: +4 from 'Shootist', +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	12	10	1d-2 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	12	-	1d-2 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	10	-	1d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Katana (Vibro): 1H Swing <i>Skill used: Broadsword+1</i>	19	13	1d+8(3) cut	1,2	11	5	4	
Katana (Vibro): 1H Thrust <i>Skill used: Broadsword+1</i>	19	13	1d+5(3) imp	1	11	5	4	
Katana (Vibro): 2H Swing <i>Skill used: Broadsword-3</i>	15	11	1d+6(3) cut	1,2	10†	5	4	
Katana (Vibro): 2H Thrust <i>Skill used: Broadsword-3</i>	15	11	1d+2(3) imp	1	10†	5	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Laser Pistol <i>Skill used: Beam Weapons (Pistol)</i>	18	3d(2) burn	6	200 yd / 600 yd	10	33(3)	4	-2	1	1.5	3	

**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.

SLAM TABLE				
1-2	3-4	5-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
Judo	DX	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	

*\* Includes: +1 from 'Combat Reflexes'*

TECHNIQUES			
Name	Level	Relative	Pts
Dual-Weapon Attack (Beam Weapons (Pistol)) {p. MA83, B230}	18	def+4	[ 5 ]
Dual-Weapon Attack (Broadsword) {p. MA83, B230}	18	def+4	[ 5 ]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

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.

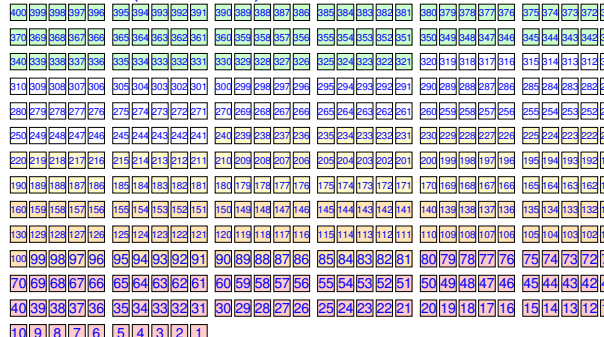
FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
2 1	-5 -6 -7 -8 -9
	-10 -11

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.

Qty	LOAD-OUTS	Cost	Weight
	<b>« Everything »</b>		
1	<b>Boots {p. B284}</b> Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	<b>Katana (Vibro) (Weapon Master Damage Bonus, +0; Weapon Bond, +0) {p. B271, B274}</b> Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	<b>Laser Pistol {p. UT115}</b> Description: TL:10 LC:3 Ammo:C Damage:3d (2) burn Acc:6 Range:200/600 RoF:10 Shots:33(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol)	1100	1.5 lb
5	<b>Laser Pistol (Ammunition)</b>  Per Unit - Cost: 10, Weight: 8 oz	50	2.5 lb
1	<b>Light Clamshell (TL10) {p. UT176}</b> Description: TL:10 LC:2 DR:45 Location:torso Location: torso	600	12 lb
1	<b>Light Infantry Helmet (TL10) {p. UT176}</b> Description: TL:10 LC:3 DR:24 Location:skull Location: skull	250	3 lb
<b>Totals:</b>		<b>2730</b>	<b>27 lb</b>

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	80
Advantages, Perks	62
Disadvantages, Quirks	-40
Skills, Techniques	98
<b>Total Points Spent:</b>	<b>200</b>
<b>Unspent Points:</b>	<b>0</b>

SCRATCH PAD	

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
Initial Character Creation	
14.11.2013: 0 pts	