



Name: Giuseppe Betazzi
Race: Human
Appearance:

Player: Stefan Leuenberger
Ht: 1.70 Wt: 150 Age: 18

Spent: 250
Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	6	[0]
DX	12	[40]	Will	15	[0]	Basic Move	6	[0]
IQ	15	[100]	Per	17	[10]	BL	20 lb	(ST*ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-2	Sw 1d

TL	6	[0]	SM	+0
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Vision	17	Taste/Smell	17	Death Check	12
Hearing	17	Fright Check	17*	Knockdown Check	12
Touch	17	Consciousness	12		

* +2 from 'Combat Reflexes'

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 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.

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+1*

* +1 from 'Charisma', Cond. -1 from 'Callous' when past victim, or has Empathy, Cond. +2 from 'Voice' when your voice can be heard, Cond. +1 from 'Merchant' when buying or selling, Cond. -2 from 'Paranoia', Cond. +1 from 'Smooth Operator' when Con artists, politicians, salesmen, etc.

LANGUAGES			
Name	Spoken	Written	Pts
Italian (Native) {p. B24}	Native	Semi-Lit.	[1]

ADVANTAGES	
Name	Pts
Charisma 1 {p. B41}	[5]
Combat Reflexes {p. B43}	[15]
Luck {p. B66, P59}	[15]
Rapier Wit {p. B79, P70}	[5]
Roll to outfit: 18 (Public Speaking)	
Single-Minded {p. B85}	[5]
Smooth Operator 1 {p. B91, PU3:15}	[13]
Description: Acting, Carousing, Detect Lies, Diplomacy, Fast-Talk, Intimidation, Leadership, Panhandling, Politics, Public Speaking, Savoir-Faire, Sex Appeal and Streetwise	
Voice {p. B97}	[10]

DISADVANTAGES	
Name	Pts
Callous {p. B125}	[-5]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Nightmares (12 or less, *1) {p. B145}	[-5]
Paranoia {p. B148}	[-10]
Secret (Only me and the GM knows) (Serious Embarrassment) {p. B152}	[-5]
Trickster (12 or less, *1) {p. B159}	[-15]

QUIRKS	
Name	Pts
Chauvinistic {p. B164}	[-1]
Dislikes Fags {p. B164}	[-1]



SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	15*	IQ+0	[1]
Administration {p. B174}	14	IQ-1	[1]
Armoury/TL6 (Small Arms) {p. B178}	14	IQ-1	[1]
Brawling {p. B182}	14	DX+2	[4]
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			
Carousing {p. B183}	13†	HT+1	[1]
Chemistry/TL6 {p. B183}	13	IQ-2	[1]
Climbing {p. B183}	12	DX+0	[2]
Counterfeiting/TL6 {p. B185}	13	IQ-2	[1]
Criminology/TL6 {p. B186}	14	IQ-1	[1]
Detect Lies {p. B187}	16*	Per-1	[1]
Diplomacy {p. B187}	16†	IQ+1	[1]
Disguise/TL6 (Human) {p. B187}	14	IQ-1	[1]
Explosives/TL6 (Demolition) {p. B194}	14	IQ-1	[1]
Fast-Talk {p. B195}	17†	IQ+2	[1]
Forgery/TL6 {p. B196}	13	IQ-2	[1]
Gambling {p. B197}	14	IQ-1	[1]
Gesture {p. B198}	15	IQ+0	[1]
Guns/TL6 (Pistol) {p. B198}	13	DX+1	[1]
Guns/TL6 (Shotgun) {p. B198}	14	DX+2	[4]
Holdout {p. B200}	14	IQ-1	[1]
Interrogation {p. B202}	14‡	IQ-1	[1]
Intimidation {p. B202}	15§	Will+0	[1]
Judo {p. B203}	12	DX+0	[4]
Parry: 10			
Leadership {p. B204}	16¶	IQ+1	[1]
Lockpicking/TL6 {p. B206}	14	IQ-1	[1]
Merchant {p. B209}	14	IQ-1	[1]
Observation {p. B211}	16	Per-1	[1]
Panhandling {p. B212}	17¶	IQ+2	[1]
Pharmacy/TL6 (Synthetic) {p. B213}	13	IQ-2	[1]
Poisons/TL6 {p. B214}	13	IQ-2	[1]
Politics {p. B215}	17**	IQ+2	[1]
Propaganda/TL6 {p. B216}	14	IQ-1	[1]
Psychology (Human) {p. B216}	13††	IQ-2	[1]
Public Speaking {p. B216}	18‡‡	IQ+3	[1]
Riding (Equines) {p. B217}	12	DX+0	[2]
Savoir-Faire (Mafia) {p. B218}	16§§	IQ+1	[1]
Savoir-Faire (Police) {p. B218}	16§§	IQ-1	[1]
Scrounging {p. B218}	17	Per+0	[1]
Search {p. B219}	16	Per-1	[1]
Sex Appeal (Human) {p. B219, S224}	14†	HT+2	[1]
Shadowing {p. B219}	14	IQ-1	[1]
Singing {p. B220}	14¶¶	HT+2	[1]
Smuggling {p. B221}	14	IQ-1	[1]
Stealth {p. B222}	12	DX+0	[2]
Streetwise {p. B223}	15§§	IQ+0	[1]
Swimming {p. B224}	12	HT+0	[1]
Tactics {p. B224}	13	IQ-2	[1]
Teamster (Equines) {p. B225}	14	IQ-1	[1]
Tracking {p. B226}	16	Per-1	[1]
Traps/TL6 {p. B226}	14	IQ-1	[1]
Urban Survival {p. B228}	16	Per-1	[1]
* +1 from 'Smooth Operator'			
† +2 from 'Voice', +1 from 'Smooth Operator', Cond. +1 from 'Charisma' when making Influence rolls			
‡ Cond. +1 from 'Callous' when you use threats or torture			
§ +1 from 'Smooth Operator', Cond. +1 from 'Callous' when you use threats or torture, Cond. +1 from 'Charisma' when making Influence rolls			
¶ +1 from 'Charisma', +1 from 'Smooth Operator'			
** +2 from 'Voice', +1 from 'Smooth Operator'			
†† Cond. -3 from 'Callous' when attempting to help people			
‡‡ +2 from 'Voice', +1 from 'Charisma', +1 from 'Smooth Operator'			
§§ +1 from 'Smooth Operator', Cond. +1 from 'Charisma' when making Influence rolls			
¶¶ +2 from 'Voice'			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	11	1d-2 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	14	-	1d-2 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Knife (Don Augusto): Knife swing <i>Skill used: DX-3</i>	9	8	1d cut	C,1	7	1.5	4	
Long Knife (Don Augusto): Knife thrust <i>Skill used: DX-3</i>	9	8	1d-1 imp	C,1	7	1.5	4	
Yawara <i>Skill used: Brawling</i>	14	11	1d-1 cr	C	-	.25	4	[3]

SLAM TABLE			
Mvmt. Dmg.	1-2	3-5	6-7
	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	6	
Hands	4	
Legs	6	
Feet	4	
Bonus DR:	0	
Bonus DB:	0	
Notes:		

* +1 from 'Combat Reflexes'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6 0 -1 -2 -3 -4 -10 -11 -12 -13 -14 -20 -21 -22 -23 -24 -30 -31 -32 -33 -34 -40 -41 -42 -43 -44	0 -1 -2 -3 -4	-5 -6 -7 -8 -9	-10 -11 -12 -13 -14	-15 -16 -17 -18 -19	-20 -21 -22 -23 -24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35 -36 -37 -38 -39 -40 -41 -42 -43 -44

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.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP or less: Immediate death.

FP	0 FP
12 11 10 9 8 0 -1 -2 -3 -4 -5 -6 -7 -8 -9	0 -1 -2 -3 -4 -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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 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