



Name: Mook
Race: Human
Appearance:

Player: Ht: Wt: Age: Spent: 91
Unspent: 34

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [0]
DX 10 [0]	Will 10 [0]	Basic Move 5 [0]
IQ 10 [0]	Per 10 [0]	BL 20 lb (STxST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-2 Sw 1d

TL 10 [0]	SM +0
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Vision 10	Taste/Smell 10	Death Check 10
Hearing 10	Fright Check 10	High Jump 1.67 ft
Touch 10	Consciousness 10	Broad Jump 2.33 yd

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -10

Name	None	Light	« Med »	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

Mvmt. Dmg.	1-2	3-5	6
	1d-3	1d-2	1d-1

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe	11	8U	1d+3 cut	1	11	4	
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Broadsword: Swing	12	9	1d+2 cut	1	10	4	
Broadsword: Thrust	12	9	1d-1 cr	1	10	4	
Large Knife: Swing	12	8	1d-1 cut	C,1	6	4	
Large Knife: Thrust	12	8	1d-1 imp	C	6	4	[1]
Mace	10	8U	1d+3 cr	1	12	4	[1]
Quarterstaff: Staff swing	12	11	1d+2 cr	1,2	7†	4	
Quarterstaff: Staff thrust	12	11	1d cr	1,2	7†	4	
Quarterstaff: Sword swing	8	7	1d+2 cr	1,2	9†	4	
Quarterstaff: Sword thrust	8	7	1d-1 cr	2	9†	4	
Shortsword: Swing	12	9	1d+1 cut	1	8	4	
Shortsword: Thrust	12	9	1d-1 imp	1	8	4	

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Assault Carbine, 7mmCL	12	9d pi	4	1050 yd / 3.41 mi	15	50+1(3)	9†	-4	2	2	
Civilian Shotgun, 18.5mmPC	12	8d-1 pi++	3	150 yd / 750 yd	3	5+1(3)	10†	-5	4	3	
Holdout Laser	12	2d(2) burn	3	100 yd / 300 yd	10	22(3)	3	-1	1	3	
Holdout Pistol, 7.5mmCLP	12	3d pi-	1	150 yd / 1.02 mi	3	18+1(3)	6	-1	2	3	
Large Knife	12	1d-1 imp	-	8 yd / 15 yd	1	T(1)	6	-2	-	4	
Laser Carbine	12	5d(2) burn	12	500 yd / 1500 yd	10	28(3)	5†	-3	1	2	
Laser Pistol	12	3d(2) burn	6	200 yd / 600 yd	10	33(3)	4	-2	1	3	
Mace	4	1d+3 cr	1	5 yd / 10 yd	1	T(1)	12	-4	-	4	
Medium Pistol, 7.5mmCLP	12	4d pi-	2	225 yd / 1.62 mi	3	30+1(3)	9	-2	2	3	
Small Throwing Knife	12	1d-3 imp	1	8 yd / 15 yd	1	T(1)	5	-	-	4	[3]

PARRY		PARRY		BLOCK		DODGE		OTHER	
8	8	6	6/8						
DX	DX	DX	Med						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	0	0	—	—	Feet	0	0	4	—

Name	Level	Relative	Pts
Axe/Mace	12	DX+2	[8]
Parry: 9			

Name	Level	Relative	Pts
Beam Weapons/TL10 (Pistol)	12	DX+2	[4]
Beam Weapons/TL10 (Rifle)	12	DX+2	[4]
Brawling	12	DX+2	[4]
Parry: 9			
Broadsword	12	DX+2	[8]
Parry: 9			
Guns/TL10 (Grenade Launcher)	12	DX+2	[4]
Guns/TL10 (Light Anti-Armor Weapon)	12	DX+2	[4]
Guns/TL10 (Light Machine Gun)	12	DX+2	[3]
Guns/TL10 (Pistol)	12	DX+2	[3]
Guns/TL10 (Rifle)	12	DX+2	[3]
Guns/TL10 (Shotgun)	12	DX+2	[4]

SKILLS (continued)			
Name	Level	Relative	Pts
Knife Parry: 8	12	DX+2	[4]
Liquid Projector/TL10 (Flamethrower)	12	DX+2	[4]
Shortsword Parry: 9	12	DX+2	[6]
Staff Parry: 11	12	DX+2	[8]
Throwing	12	DX+2	[8]
Thrown Weapon (Knife)	12	DX+2	[4]
Wrestling Parry: 9	12	DX+2	[8]