



Name: Heinz 'Hene' Kraft
 Race: Human
 Appearance: Chunn't vo Rüti bi Büre, schuttet im FC Rüti. Sini Usduur isch Legendär. Im richtige Läbe e Buur wo Söi züchtet, derzue het er no e Bärner Sennehundezucht und es paar Hekatre zum bestelle.

Player: Stefan Leuenberger
 Ht: 1.90m Wt: 270 lbs Age: 25 Spent: 170
 Unspent: 0

CHARACTER SHEET

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

TL	8	[0]	SM	+0
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Vision	12	Fright Check	12	Broad Jump	3 yd
Hearing	12	Consciousness	12	Knockdown Check	12
Touch	12	Death Check	12		
Taste/Smell	12	High Jump	2.17 ft		

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			‡ 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*
* Cond. +2 from 'Sense of Duty (FC Solothurn)' when in dangerous situations if Sense of Duty is known	

TEMPLATES AND META-TRAITS	
Name	Pts
Hooligan {p. wiki}	[0]
Description: A young person, doing noisy and violent things as part of a gang or crew.	

ADVANTAGES	
Name	Pts
Luck {p. B66, P59}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (Hooligans) {p. B127}	[-5]
Description: "Ein ehrenhafter Gegner wird geachtet, ein Ehrenloser verachtet. Wer im Kampf aufgibt wird laufen gelassen, darf jedoch nicht mehr selbst im Kampf eingreifen."	
Impulsiveness (9 or less, *1.5) {p. B139}	[-15]
Sense of Duty (FC Solothurn) {p. B153}	[-10]
Description: "Du fühlst dich dem FC Solothurn und all seinen Fans stark verbunden, würdest ihm niemals schaden und bist an jedem Match dabei."	

SKILLS			
Name	Level	Relative	Pts
Animal Handling (Dogs) {p. B175}	13	IQ+1	[4]
Animal Handling (Pigs) {p. 175}	12	IQ+0	[2]
Brawling {p. B182}	15	DX+3	[8]
Parry: 10			
Computer Operation/TL8 {p. B184}	12	IQ+0	[1]
Driving/TL8 (Automobile) {p. B188}	12	DX+0	[1]
Driving/TL8 (Heavy Wheeled) {p. B188}	13	DX+1	[4]
Farming/TL8 {p. B194}	12	IQ+0	[2]
Heraldry (Hooligans) {p. B199}	11	IQ-1	[1]
Judo {p. B203}	13	DX+1	[8]
Parry: 9			
Mechanic/TL8 (Farming Equipment) {p. B207}	12	IQ+0	[2]
Poetry {p. B214}	12	IQ+0	[2]
Running {p. B218}	13	HT+1	[4]
Savoir-Faire (Hooligans) {p. B218}	13	IQ+1	[2]
Singing {p. B220}	13	HT+1	[2]
Sports (Soccer) {p. B222}	12	DX+0	[2]



MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	15	10	1d-1 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	15	-	1d-1 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	13	-	1d cr	C,1	-	-	-	
Elbow Drop (Brawling) <small>Skill used: Elbow Drop (Brawling)</small>	11	-	1d+2 cr	C	-	-	-	
Elbow Strike (Brawling) <small>Skill used: Elbow Strike (Brawling)</small>	13	-	1d-1 cr	C	-	-	-	
Eye-Gouge (Brawling) <small>Skill used: Eye-Gouge (Brawling)</small>	10	-	1d-5 cr	C	-	-	-	
Eye-Rake (Brawling) <small>Skill used: Eye-Rake (Brawling)</small>	10	-	1d-2 cr	C	-	-	-	
Hammer Fist (Brawling) <small>Skill used: Hammer Fist (Brawling)</small>	14	-	1d-2 cr	C	-	-	-	
Head Butt (Brawling): Bare Headed <small>Skill used: Head Butt (Brawling)</small>	14	-	1d-2 cr	C	-	-	-	
Knee Drop (Brawling) <small>Skill used: Knee Drop (Brawling)</small>	12	-	1d+2 cr	C	-	-	-	
Knee Strike (Brawling) <small>Skill used: Knee Strike (Brawling)</small>	14	-	1d cr	C	-	-	-	
Stamp Kick (Brawling) <small>Skill used: Stamp Kick (Brawling)</small>	12	-	1d+1 cr	C,1	-	-	-	
Uppercut (Brawling) <small>Skill used: Uppercut (Brawling)</small>	14	-	1d cr	C	-	-	-	

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
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

Notes:

SLAM TABLE			
Mvmt.	1-2	3-4	5-7
Dmg.	1d-3	1d-2	1d-1

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

TECHNIQUES			
Name	Level	Relative	Pts
Arm Lock (Judo) {p. MA65, B230}	13	def+0	[0]
Breakfall (Judo) {p. MA68}	13	def+0	[0]
Choke Hold (Judo) {p. MA69, B230}	11	def+0	[0]
Disarming (Judo) {p. MA70, B230}	13	def+0	[0]
Ear Clap (Brawling) {p. MA70}	12	def+0	[0]
Elbow Drop (Brawling) {p. MA70}	11	def+0	[0]
Elbow Strike (Brawling) {p. MA71, B230}	13	def+0	[0]
Evade (Judo) {p. MA71}	13	def+0	[0]
Eye-Gouge (Brawling) {p. MA71}	10	def+0	[0]
Eye-Rake (Brawling) {p. MA72}	10	def+0	[0]
Ground Fighting (Judo) {p. MA73, B231}	9	def+0	[0]
Hammer Fist (Brawling) {p. MA73}	14	def+0	[0]
Handcuffing (Judo) {p. MA73}	12	def+0	[0]
Head Butt (Brawling)	14	def+0	[0]
Head Lock (Judo) {p. MA74}	10	def+0	[0]
Judo Throw (Judo) {p. MA75}	13	def+0	[0]
Knee Drop (Brawling) {p. MA76}	12	def+0	[0]
Knee Strike (Brawling) {p. MA76, B232}	14	def+0	[0]
Stamp Kick (Brawling) {p. MA80}	12	def+0	[0]
Sweeping Kick (Judo) {p. MA81, B232}	10	def+0	[0]
Targeted Attack (Stamp Kick (Brawling) Stamp Kick/Face) {p. MA68}	7	def+0	[0]
Targeted Attack (Stamp Kick (Brawling) Stamp Kick/Skull) {p. MA68}	5	def+0	[0]
Trip (Judo) {p. MA81}	8	def+0	[0]
Uppercut (Brawling) {p. MA81}	14	def+0	[0]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	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 45 46 47	48 49 50 51 52 53 54 55 56 57 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 -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.

