



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	16	[ 0]	Basic Move	6	[ 0]
IQ	16	[ 120]	Per	18	[ 10]	BL	20 lb	(ST*ST)/5
HT	12	[ 20]	FP	12	[ 0]	Thr	1d-2	Sw 1d

TL	6	[ 0]	SM	+0
----	---	------	----	----

Vision	18	Taste/Smell	18	Death Check	12
Hearing	18	Fright Check	18*	Knockdown Check	12
Touch	18	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

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]
Voice {p. B97}	[ 10]

DISADVANTAGES	
Name	Pts
Callous {p. B125}	[ -5]
Fanaticism (Fascism) {p. B136}	[ -15]
Gluttony (12 or less, *1) {p. B137}	[ -5]
Secret (Only me and the GM knows) (Utter Rejection) {p. B152}	[ -10]
Trickster (12 or less, *1) {p. B159}	[ -15]



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

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.	1-2	3-5	6-7
Dmg.	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:		

**Body Part Stats:**

- Eyes: DR: 0, HP: 0
- Skull: DR: 2, HP: 0
- Neck: DR: 0, HP: 0
- Face: DR: 0, HP: 0
- Torso: DR: 1\*, HP: 0
- Arms: DR: 1\*, HP: 0
- Hands: DR: 2\*, HP: 0
- Groin: DR: 0, HP: 0
- Legs: DR: 0, HP: 0
- Feet: DR: 0, HP: 0

\* +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	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
5 4 3 2 1 -5 -6 -7 -8 -9	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49
2 1	-10 -11				

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	0 -1 -2 -3 -4
7 6 5 4 3 -5 -6 -7 -8 -9	-5 -6 -7 -8 -9
2 1	-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