

Name: Jak Bloodknuckle

Race: Human

**Appearance:** Terminator für Minions

Player: Stefan Leuenberger Wt: Ht: Age:

Spent: 200 Unspent: 0

## **CHARACTER SHEET**

Dodge

\* Includes: +2 from 'Combat Reflexes

	• · · · · · · · · · · · ·											
ST	12	[	20]	HP	12	[	0]	Basic Speed	6		[	0]
DX	12	[	40]	Will	10	[	0]	Basic Move	6		[	0]
IQ	10	[	0]	Per	10	[	0]	BL	29 lk	)	(ST×	ST)/5
нт	12	[	20]	FP	12	[	0]	Thr 1c	J-1	Sw	1d+	2
TL	10					[	0]	SM	+0			
Visio	n		10	Frigh	t Check		12*	High	Jump		2.17	ft
Hear	ing		10		ciousne		12	Mone	<del></del> -		825	50
Touc	h		10	Deatl	h Check		12		•			
Tast	e/Smell		10	Broad	d Jump	3	3 yd					
· In also												

	ENCL	JMBRAN	CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
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

	LIFTING FEATS										
	1-Hand	2-Hand	Shove /	Carry on	Shift						
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly						
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb						
* Takes 2 second			Double with a	running start	ny one						

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: +4 from 'Shootist' when recognized by gun-nuts

ADVANTAGES		
Name		Pts
Combat Reflexes (p. B43)	[	15]
Gunslinger (Las Pistols only, -60%) {p. B58}	[	10]
High Pain Threshold (p. B59)	[	10]
Roll to ignore pain: 13 (Will+3)		
Hiver Talent 1 (p. B134)	[	<b>5</b> ]
Shootist 4 (p. B89)	[	20]
Description: Gives a bonus of +1 per level to the following Skills: Acrobatics,		
Armoury (Small Arms), Fast-Draw, Leadership, Tactics		
Weapon Master (Katana) (one specific weapon) (p. B99)	_[_	20]

PERKS		
Name		Pts
Off-Hand Weapon Training (Beam Weapons (Pistol)) {p.	[	1]
MA50, GF20}	_	
Terrain Adaption (Crowds)	[	1]

DISADVANTAGES				
Name	Pts			
Alcoholism (p. B122)	[ -15]			
Anti-Talent (Outdoor Survival) -2 (p. B134)	[ -20] [ -20]			
Duty (Inquisition) (15 or less (almost always)) (Extremely				
Hazardous, -5) {p. B134}				

QUIRKS	
Name	Pts
Attentive {p. B164}	[ -1]
Chauvinistic (p. B164)	[ -1]
Code of Honor (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]

SKILLS (continue	ed)			
Name	Level	Relative		Pts
Axe/Mace {p. B208} Parry: 9	11	DX-1	[	1]
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	10	IQ+0	г	4 1
Camouflage {p. B183}	10		÷	1]
Carousing (p. B183)	12 11	HT+0 DX-1	<u> </u>	1] 1]
Climbing {p. B183}	9	IQ-1	Ļ	11
Explosives/TL10 (Demolition) {p. B194} Fast-Draw/TL8 (Ammo) {p. B194}	17†	DX+5	+	11
	17†	DX+5	÷	11
Fast-Draw (Grenade) {p. B194} Fast-Draw (Long Arm) {p. B194}	17†	DX+5	_ <u> </u>	11
Fast-Draw (Pistol) {p. B194}	17†	DX+5	+	11
Fast-Talk {p. B195}	9	IQ-1	÷	11
First Aid/TL10 (Human) {p. B195}	10	IQ+0	+	11
Forced Entry {p. B196}	12	DX+0	1	11
Guns/TL10 (Grenade Launcher)	12	DX+0	÷	11
{p. B198}		DATE	L	٠, ١
Guns/TL10 (Light Anti-Armor Weapon) {p. B198}	12	DX+0	[	1]
Guns/TL10 (Light Machine Gun)	12	DX+0	[	1]
{p. B198}	10	D.V. 6	_	
Guns/TL10 (Pistol) {p. B198}	12	DX+0	Ļ	1]
Guns/TL10 (Rifle) {p. B198}	12	DX+0	Ļ	1]
Guns/TL10 (Shotgun) {p. B198}	12	DX+0 HT-1	Ļ	1]
Hiking {p. B200}	11	IQ-1	+	1]
Holdout {p. B200}	9	IQ-1	÷	1]
Intelligence Analysis/TL10 (p. B201)	8	IQ-2	<u> </u>	1]
Interrogation {p. B202}	12	DX+0	Ţ	1] 4]
Judo {p. B203} Parry: 10	12	DX+0	L	4 ]
Knife {p. B208} Parry: 9	12	DX+0	[	1]
Leadership {p. B204}	13*	IQ+3	ī	1]
Observation (p. B211)	9	Per-1	Ť	1 ĵ
Running {p. B218}	11	HT-1	Ť	1 ĵ
Savoir-Faire (Military) {p. B218}	10	IQ+0	Î	1 ]
Scrounging {p. B218}	10	Per+0	Ī	1 ]
Soldier/TL10 {p. B221}	9	IQ-1	[	1 ]
Staff {p. B208} Parry: 11	11	DX-1	[	1]
Stealth {p. B222}	12	DX+0	ſ	<mark>2</mark> ]
Strategy (Land) {p. B222}	8	IQ-2	Ť	1 1
Tactics (p. B224)	12*	IQ+2	j	1 j
Throwing {p. B226}	12	DX+0	Ì	2]
Traps/TL10 {p. B226}	9	IQ-1	j	1 ]
* Includes: +4 from 'Shootist'				
† Includes: +1 from 'Combat Reflexes', +4 from 'Shootist'				

Jak Bloodknuckle Human

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

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

## 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	3	1d-2		1d-1	
PARRY	PARRY	BLOC	K D	ODGE	OTHER
10*	10*	8*		10*	
DX	DX	DX		None	
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 0 DB: 0  * Includes: +1 fro	Legs DR: ( DB: ( DR: ( DB: (	0	Loc. Eyes Neck Skull Face Torso Groin Arms Hands Legs Feet Bonus Notes:		#

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

	{p. MA83, B230}			
		SCRATCH PAD	<u> </u>	
		OUNTIONTAL	•	
-				
-				
- - -				
_				
- - -				
_				
-				
-				
_				
[ <u>- 0</u>				

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16			-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59
UD loop offoots	a ara aumulativa	with agab athor	and any offects o	uffored from ED	loon

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).

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

-5×HP or less: Immediate death.

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

 $\ensuremath{\mathsf{FP}}$  loss effects are cumulative with each other and any effects suffered from  $\ensuremath{\mathsf{HP}}$  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.

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

POINTS SUMMART	PIS
Basic Attributes, Secondary Characteristics [	80]
Advantages, Perks [	82]
Disadvantages, Quirks [	-60]
Skills, Techniques [	98]
Total Points Spent:	200
Unspent Points:	0