

CHAR	ACTER S	HEET						
ST 10	[0]	HP 10) [0]	Basic Speed	5	[0
DX 10	[0]	Will 16	5 [0]	Basic Move	5	[0
IQ 16	[120]	Per 16	5 [0]	BL	20 lb) (ST	<st) 5<="" td=""></st)>
HT 10	[0]	FP 10) (0]	Thr 1d		Sw 10	
TL 10			[0]	SM	+0		
Vision	16	Fright C		18*	High .			
Hearing	<u>16</u> 16	Conscio Death C			Mone	у	79	90
Touch Taste/Sme		Broad Jum		10 33 vd				
	from 'Combat R		ρ 2.0	Joyu				
				TARI	=			
Name	« Non			Med		vv	Х-Н	vv
Lifting	×1		2	×3		6	×1	0
Basic	20			60 lb		0 lb	200	
Movement Ground	<u>×1</u> 5 yc		.8	_×0.6_ 3 yd		<u>9.4</u> yd	×0 1 \	
Water	<u>5 yc</u>		yu yd	1 yd		yu yd	رب 1 1	
Jump	<u>-</u> 5 yc			3 yd		yd	יבי ער	
	<u> </u>		1	2		3	-4	ŀ
Dodge	9	8	5	7		6	5	
		LIFTI	NG FEA	ATS				
	1-Ha	-		Shove /		y on	Sh	-
Name	Lift			Over‡	-	ck§	Slig	
Basic	40 I			240 lb		0 lb	100	JID
	nds to complete ands to complet			uble with a se 1 FP/se			vy enc.	
		REACTIC						
Appearanc			it me b					
Status: +0								
Other: +0*								
	al: -1 from 'Killjo ant' when buyir		of apprecia	ation becc	omes obvi	ous (up	oto -3), +	1
Name		PLATES /			AIT5			Pts
	der {p. wiki}						ا	1
Description: Th	ne great hives a	re not like oth	ner worlds	in the Imp	erium, ar	d your	are L	1
	nmon man. Tec						find	
	nere bemusing. I your fellows ar				turnst - m	ore		
	lent 1 {p. w						[5
	: Skill Bonus to ce, Security, Co			lectronics	Operatio	n		
	Reflexes {		,,				[15
Crowd A	Adaption						[1
	: You can move				e		г	-20
	ent (Outdoo : You can never				e an extr	a -1 per	. L	-20
level on you	ur skill defaults					- 1 - E		
		ADV	ANTAG	ES				
							F	Pts
Name		1 (n PP58	3}				[3
Emotion S		· (p.) ·) ot						
Emotion S Roll: 16 (Emoti	on Sense)		Free *		651		1	0
Emotion S Roll: 16 (Emoti Legal Enfo	on Sense) prcement P	owers 3 (0) {p. B	65}]	0
Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm	on Sense)	••• owers 3 (ree, *0) {p	. B65}	0) {p. B	65}]]]	
Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Roll: 16 (Telere	on Sense) prcement P unity 1 (_F e (Psi) 4 {p. acceive)	owers 3 (ree, *0) {p . PP58-60]	. B65}] [[0 45
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Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Roll: 16 (Telere Wildcard L	on Sense) prcement P unity 1 (_F e (Psi) 4 {p. acceive)	owers 3 (ree, *0) {p PP58-60] Most com	. B65}	lactic la		es)		0 45 18
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Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Roll: 16 (Teler Wildcard L Name Duty (Inqui Hazardous	on Sense) preement P unity 1 (F e (Psi) 4 {p. sceive) anguage (isition) (15 c , -5) {p. B13	owers 3 (ree, *0) {p PP58-60] Most com DISAD	. B65} mon gal VANTA	lactic Ia GES	nguage			0 45 18 Pts -20
Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Roll: 16 (Telerr Wildcard L Name Duty (Inqui	on Sense) preement P unity 1 (F e (Psi) 4 {p. sceive) anguage (isition) (15 c , -5) {p. B13	owers 3 (ree, *0) {p PP58-60] <i>Most com</i> DISAD pr less (al 44}	. B65} mon gal VANTA most al	lactic Ia GES	nguage			0 45 18 Pts
Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Roll: 16 (Teler Wildcard L Name Duty (Inqui Hazardous Killjoy {p. I	on Sense) preement P unity 1 (F e (Psi) 4 {p. sceive) anguage (isition) (15 c , -5) {p. B13	owers 3 (ree, *0) {p PP58-60] <i>Most com</i> DISAD pr less (al 44}	. B65} mon gal VANTA	lactic la GES ways))	nguage (Extrer	nely]	0 45 18 Pts -20
Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Wildcard L Name Duty (Inqui Hazardous Killjoy {p. I Name	on Sense) prcement P unity 1 (F e (Psi) 4 {p. acceive) .anguage (isition) (15 c .5) {p. B13 B140}	owers 3 (ree, *0) {p PP58-60] <i>Most com</i> DISAD pr less (al 44}	. B65} mon gal VANTA most al	actic la GES ways))	nguage (Extrer	nely elativ]	0 45 18 Pts -20 -15 Pts
Emotion S Roll: 16 (Emoti Legal Enfo Legal Imm Telereceiv Roll: 16 (Teler Wildcard L Name Duty (Inqui Hazardous Killjoy {p. fl Name Acting {p. fl	on Sense) prcement P unity 1 (F e (Psi) 4 {p. acceive) .anguage (isition) (15 c 5) {p. B13 B174}	owers 3 (ree, *0) {p PP58-60] <i>Most com</i> DISAD pr less (al 44}	. B65} mon gal VANTA most al	lactic la GES ways))	(Extrer	nely elativ]	0 45 18 Pts -20
Emotion S Roll: 16 (Emoti Legal Enfc Legal Imm Telereceiv Wildcard I Name Duty (Inqui Hazardous Killjoy {p. f Acting {p. f Axe/Mace Pary: 8	on Sense) prcement P unity 1 (F e (Psi) 4 {p. acceive) .anguage (isition) (15 c 5) {p. B13 B174}	owers 3 (ree, *0) {p PP58-60 <i>Most com</i> DISAD or less (al 44}	. B65} mon gal VANTA most al KILLS	GES ways)) Lev 15 9	(Extrer	nely elativ]	0 45 18 Pts -20 -15 Pts 1

SKILLS (continue	ed)		
Name	Level	Relative	Pts
Beam Weapons/TL10 (Rifle) {p. B179}	10	DX+0	[1]
Brawling {p. B182}	10	DX+0	1
Description: Notes: Calculated damage takes into		2.00	
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: 9 Providence (p. P200)	9	DX-1	r 41
Broadsword {p. B208} Parry: 8	9	DX-1	[1]
Climbing {p. B183}	9	DX-1	[1]
Computer Operation/TL10 {p. B184}	17*	IQ+1	1
Detect Lies {p. B187}	14	Per-2	1
Diplomacy {p. B187}	14	IQ-2	1
Disguise/TL10 (Human) {p. B187}	15	IQ-1	i 1
Electronics Operation/TL10	16*	IQ+0	
(Communications) {p. B189}			
Electronics Operation/TL10 (Media)	16*	IQ+0	[1]
{p. B189}			
Electronics Operation/TL10 (Security)	16*	IQ+0	[1]
{p. B189}			
Electronics Operation/TL10	16*	IQ+0	[1]
(Surveillance) {p. B189}			-
Emotion Sense {p. PP58}	16	IQ+0	[4]
Fast-Talk {p. B195}	15	IQ-1	[1]
Guns/TL10 (Pistol) {p. B198}	10	DX+0	[1]
Guns/TL10 (Rifle) {p. B198}	10	DX+0	[1]
Guns/TL10 (Shotgun) {p. B198}	10	DX+0	[1]
Hazardous Materials/TL10 (Chemical)	15	IQ-1	[1]
{p. B199}			
Holdout {p. B200}	15	IQ-1	[1
Intimidation {p. B202}	15	Will-1	[1]
Knife {p. B208}	10	DX+0	[1]
Parry: 8 Leadership {p. B204}	15	IQ-1	[1]
Lip Reading {p. B204}	15	Per-1	
Lockpicking/TL10 {p. B206}	15	IQ-1	
Merchant {p. B209}	15	IQ-1	r 1
Observation {p. B211}	15	Per-1	
Public Speaking {p. B216}	15	IQ-1	
Savoir-Faire (High Society) {p. B218}	16	IQ+0	[1
Staff {p. B208}	9	DX-1	
Parry: 10			· · ·
Stealth {p. B222}	11	DX+1	[1]
Streetwise {p. B223}	15	IQ-1	[1]
Telereceive {p. PP58-60}	16	IQ+0	[4]
Throwing {p. B226}	9	DX-1	[1]
Traps/TL10 {p. B226}	15	IQ-1	[1]
Urban Survival {p. B228}	15	Per-1	[1]
Weird Science {p. B228}	13	IQ-3	[1]
* Includes: +1 from 'Hiver Talent'			

Beam Weapons/TL10 (Pistol) {p. B179}

		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	10	9	1d-3 cr	С	-	-	-	
Skill used: Brawling								
Brawling: Bite	10	-	1d-3 cr	C	-	-	-	
_Skill used: Brawling								
Brawling: Kick	8	—	1d-2 cr	C,1	-	—	-	
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Knife: Knife swing	10	9	1d-1 cut	C,1	7	1.5	4	
Skill used: Knife								
Long Knife: Knife thrust	10	9	1d-2 imp	C,1	7	1.5	4	
Skill used: Knife				+				
Long Knife: Shortsword swing Skill used: Broadsword-2	/	7	1d-1 cut	1	7	1.5	4	
Long Knife: Shortsword thrust			1d-2 imp	<u>C</u> ,1	7	1.5		
Skill used: Broadsword-2	1	/	ru-z imp	0,1	/	1.5	4	
Quarterstaff: Staff swing	9	10	1d+2 cr	1,2	7†	4	4	
Skill used: Staff	v	10		1,2	(1	-		
Quarterstaff: Staff thrust	9	10	1d cr	1,2	7†	4	4	
Skill used: Staff				.,_		-		
Quarterstaff: Sword swing	5	6	1d+2 cr	1,2	9†	4	4	
Skill used: DX-5				·				
Quarterstaff: Sword thrust	5	6	1d-1 cr	2	9†	4	4	
Skill used: DX-5								
		BANGED	ATTACKS					

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC N	lotes
Laser Pistol Skill used: Beam Weapons (Pistol)	12	3d(2) burn	6	200 yd / 600 yd	10	33(3)	4	-2	1	1.5	3	

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			FP 0 FP	FP loss effects are cumulative with each other and any effects
1–2 1d-3	3–5 1d-2		6 1d-1	1098760-1-2-3-4 54321-5-6-7-8-9	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,
PARRY PARRY	BLOCK	DODGE	OTHER		such as HP and damage. 0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a
9* 9*	7*	9*			critical failure make an immediate HT roll vs. heart attack; every point of FP loss
DX DX	DX	None			causes an equal loss of HP.
DB: 0 DB: 0 DF DF DF DF DF DF DF DF DF DF	Bon 0 Note 0 Note 1 1 1 1 1 1 1 1 1 1 1 1	3 2 4 - 0 - 0 - <t< td=""><td>-34 -40 -41 -42 -43 -44 -39 -45 -46 -47 -48 -49</td><td></td><td>-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.</td></t<>	-34 -40 -41 -42 -43 -44 -39 -45 -46 -47 -48 -49		-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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.

-5×HP or less: Immediate death.

	LOAD-OUTS
Qty	« Everything » Cost Weight
1	Laser Pistol {p. UT115} 1100 1.5 lb
	Description: TL:10 LC:3 Ammo:C Damage:3d (2) burn Acc:6 Range:200/600 RoF:10 Shots:33(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol)
5	Laser Pistol (Ammunition) 50 2.5 lb
	400 pos pos por 300 por 300 pos
	244 333 338 337 336 236 333 332 331 336 328 328 227 326 328 324 322 322 321 523 315 313 517 516 315 514 313 312 511
	81080080080078008 8008004803802801 800299898297896 295294893292891 2902898289287288 285284283282281
	est part part part part part part part par
	192 192 192 192 192 192 192 192 192 192
	1681551551556 1551556 1551556 155155 1551148144147148 144144144144144144144144144144144144144
	32222222222222222222222222222222222222
	7069686766 6564636261 6059585756 5554535251 5049484746 4544434241
	4039383736 3534333231 3029282726 2524232221 2019181716 1514131211
	1098765543211 Per Unit - Cost: 10, Weight: 8 oz
1	Long Knife {p. MA228, MA229} 120 1.5 lb
	Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife],
	[Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword],
1	[Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword] Quarterstaff {p. B273, B274} 10 4 lb
'	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7†
	Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing
	Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed
	Sword Notes: Requires two hands.]
1	Reflex Jacket {p. UT172} 450 3 lb Description: TL:9 LC:3 DR:12/4* Location:arms, torso Notes:*Flexible 3 lb
	Location: arms, torso
1	Reflex Trousers {p. UT172} 280 2.8 lb Description: TL:9 LC:3 DR:12/4* Location:groin, legs Notes:*Flexible 2.8 lb
	Location: groin, legs
	Totals: 2010 15.3 lb SCRATCH PAD
Initia	ts: (logged) 0 + (other) 0 = (total) 0 I Character Creation 2013: 0 pts
POIN	ITS SUMMARY Pts
Basic	c Attributes, Secondary Characteristics [120]
Adva	ntages, Perks [67]
	dvantages, Quirks [-35] a, Techniques [48]
	Total Points Spent: 200
	Unspent Points: 0