



CHARACTER SHEET

Name John Smith
 Ht 6' 1" Wt 175
 Appearance

Player Mike M.
 Size Modifier 0 Age 31

Point Total 144
 Unspent Points 1

ST	12	[20]	HP	15	<small>CURRENT</small>	[6]
DX	12	[40]	Will	12		[5]
IQ	11	[20]	Per	12		[5]
HT	10	[0]	FP	11	<small>CURRENT</small>	[3]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]

DR	TL: 7	[0]
0	Cultural Familiarities	
	Western (Native)	[0]

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6 [10] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
10	Appearance:
Brawling	Status: +0
BLOCK	Other: -2; Includes: -2 from 'Clueless'
0	Conditional: -1 from 'Callous' when past victim, or has Empathy

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 29	BM x 1 6	Dodge 9
Light (1) = 2 x BL 58	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 87	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 174	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 290	BM x 0.2 1	Dodge - 4 5

SKILLS			
Name	Level	Relative Level	
Accounting	9	IQ-2	[1]
Brawling	14	DX+2	[4]
Climbing	15	DX+3	[2]
<small>Includes: +3 from 'Flexibility'</small>			
Computer Operation/TL7	12	IQ+1	[2]
Criminology/TL7	11	IQ+0	[2]
Detect Lies	11	Per-1	[2]
Driving/TL7 (Automobile)	12	DX+0	[2]
Fast-Talk	12	IQ+1	[4]
Guns/TL7 (Pistol)	13	DX+1	[2]
Intimidation	13	Will+1	[4]
<small>Conditional: +1 from 'Callous' when you use threats or torture</small>			
Judo	11	DX-1	[2]
Law (local)	11	IQ+0	[4]
Lockpicking/TL7	13	IQ+2	[8]
Mechanic/TL7 (Combustion Engines)	11	IQ+0	[2]
Research/TL7	10	IQ-1	[1]
Shadowing	14	IQ+3	[12]
Stealth	12	DX+0	[2]
Streetwise	13	IQ+2	[8]
Urban Survival	12	Per+0	[2]
Techniques			
Elbow Strike (Brawling)	14		[2]
Kicking (Brawling)	14		[3]
Knee Strike (Brawling)	14		[1]

TEMPLATES AND METATRAITS	
Bounty Hunter - Repo Man (Space)	[0]
ADVANTAGES AND PERKS	
Danger Sense	[15]
Fit	[5]
Flexibility	[5]
DISADVANTAGES AND QUIRKS	
Addiction (Tobacco) (Cheap) (Highly addictive; Legal)	[-5]
Bad Temper (12 or less)	[-10]
Callous	[-5]
Clueless	[-10]
Code of Honor (Professional)	[-5]
Curious (12 or less)	[-5]
Enemy (Maxwell Brown) (Less powerful than the PC) (9 or less)	[-5]
Greed (15 or less)	[-7]
Vow (No Repo to Big) (Minor)	[-5]
Coin collector	[-1]
Dislikes Chinese food	[-1]
Dreamer (TV show based on the repo man)	[-1]
Likes to Sleep late	[-1]
Trademark (A Quarter on the porch of his victims)	[-1]



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John Smith

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-1 cr	C	14	(10)			
	Bite	1d-1 cr	C	14	(No)			
	Kick	1d cr	C,1	14	(No)			
	Elbow Strike (Brawling)	1d cr	C	14	(No)			
	Knee Strike (Brawling)	1d cr	C	14	(No)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Assault Boots (TL 9)	feet	150	3
1	Batteries for flash light		10	1
1	Binoculars		400	2
1	Cell Phone		250	.25
1	Cigarette Lighter		10	0
1	Cigarettes 4-packs		18	0
1	Computer, Laptop		1500	3
1	Digital recorder		500	2
1	Dress shoes		135	1
1	First Aid Kit		50	2
1	Flashlight, Heavy		20	1
1	Football		55	4
1	Formal Wear		250	2
2	Gold Ring		2000	0
1	IPOD		120	0
1	Leather Jacket	arms, torso	50	4
1	Leather Pants	legs, groin	40	3
1	Lockpicks		50	0
1	Matches		1.5	0
1	Mini-Camera, Digital		500	0
1	Personal Basics		5	1
1	Pocket Watch		75	0

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[109]
Advantages/Perks/TL/Languages/Cultural Familiarity	[25]
Disadvantages/Quirks	[-62]
Skills/Techniques	[72]
Other	[]