



CHARACTER SHEET

Name Samuel Remington
 Ht Wt
 Appearance

Player
 Size Modifier 0 Age

Point Total 120
 Unspent Points 0

ST	10	[0]	HP	12	CURRENT	[4]
DX	11	[20]	Will	15		[5]
IQ	14	[80]	Per	16		[10]
HT	10	[0]	FP	10	CURRENT	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

ADVANTAGES AND PERKS

Artificer 1	[10]
Mathematical Ability 1	[10]

DISADVANTAGES AND QUIRKS

Bad Sight (Nearsighted) (Glasses)	[-10]
Code of Honor (Sportsman)	[-5]
Honesty (12 or less)	[-10]
Pacifism (Reluctant Killer)	[-5]
Sense of Duty (Customers) (Large Group)	[-10]
Shyness (Mild)	[-5]
Unfit	[-5]
Alcohol Intolerance	[-1]
Allergies	[-1]
Attentive	[-1]
Squeamish	[-1]
Vow(treats ladies kindly)	[-1]

Languages	Spoken	Written
Latin		(Literate) [2]

DR 0	TL: 8 Cultural Familiarities [0]
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PARRY	Reaction Modifiers
9	Appearance: Status: +0 Other: +0
Broadsword Sport BLOCK 8	Conditional: +1 from 'Mathematical Ability', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Customers)' when in dangerous situations if Sense of Duty is known, +1 from 'Artificer'
Shield (Shield)	

SKILLS

Name	Level	Relative Level
Acting	13	IQ-1 [2]
Includes: -1 from 'Shyness'		
Administration	13	IQ-1 [1]
Bow Sport	11	DX+0 [2]
Broadsword Sport	12	DX+1 [4]
Computer Operation/TL8	14	IQ+0 [1]
Computer Programming/TL8	13	IQ-1 [2]
Diplomacy	11	IQ-3 [1]
Includes: -1 from 'Shyness'		
Electronics Repair/TL8 (Computers)	15	IQ+1 [2]
Includes: +1 from 'Artificer'		
Expert Skill (Fantasy)	13	IQ-1 [2]
History (Western)	14	IQ+0 [4]
Leadership	12	IQ-2 [1]
Includes: -1 from 'Shyness'		
Literature	13	IQ-1 [2]
Merchant	12	IQ-2 [1]
Includes: -1 from 'Shyness'		
Research/TL8	14	IQ+0 [2]
Scrounging	16	Per+0 [1]
Shield (Shield)	11	DX+0 [1]
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Sports (Football)	11	DX+0 [2]
Strategy (Land)	13	IQ-1 [2]
Survival (Woodlands)	15	Per-1 [1]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
	Punch	1d-3 cr	C	11 (8)			

RANGED WEAPONS

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

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	Basic Crime Scene kit		0	10
1	Latex Gloves		0	0
1	Measuring Tape		0	.2

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[119]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[22]
Disadvantages/Quirks	[-55]
Skills/Techniques	[34]
Other	[]