



CHARACTER SHEET

Name: George Marriot
 Race: Human
 Appearance:

Player: Spent: 150
 Ht: Wt: Age: Unspent: 0

ST 11 [10]	HP 11 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 12 [10]	Basic Move 6 [0]
IQ 10 [0]	Per 10 [0]	BL 24 lb (STxST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+1
TL 5 [0]	SM +0	

Vision 10	Taste/Smell 10	High Jump 2.17 ft
Hearing 10	Fright Check 17*	
Touch 10	Broad Jump 3 yd	

* Includes: +2 from 'Combat Reflexes', +3 from 'Fearlessness'

HP 3, 0, -11, -22, -33, -44, -55 **FP** 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
9	10	8	9 / 10	2*
Knife	DX	DX	Light	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: -2*	

* Includes: -2 from 'Delusion (The voices send messages from god)'

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]
Fearlessness 3	[6]
Gunslinger	[25]

DISADVANTAGES	
Name	Pts
Delusion (The voices send messages from god) (Major)	[-10]
Loner (12 or less)	[-5]
Obsession (must fulfill gods mission) (Long-Term Goal) (9 or less)	[-15]
Phantom Voices (Disturbing)	[-10]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL5 (Small Arms)	10	IQ+0	[2]
Brawling	14	DX+2	[4]
Parry: 11			
Cooking	10	IQ+0	[2]
Detect Lies	10	Per+0	[4]
Fast-Draw/TL5 (Ammo)	13*	DX+1	[1]
Fast-Draw (Pistol)	13*	DX+1	[1]
Fishing	11	Per+1	[2]
Guns/TL5 (Pistol)	14	DX+2	[4]
Guns/TL5 (Rifle)	14	DX+2	[4]
Hiking	11	HT-1	[1]
Holdout	9	IQ-1	[1]
Knife	12	DX+0	[1]
Parry: 9			
Public Speaking (Oratory)	12	IQ+2	[4]
Religious Ritual (Christiian)	11	IQ+1	[8]

SKILLS (continued)			
Name	Level	Relative	Pts
Riding (Equines)	13	DX+1	[4]
Sewing/TL5	12	DX+0	[1]
Stealth	12	DX+0	[2]
Streetwise	11	IQ+1	[4]
Survival (Plains)	10	Per+0	[2]
Survival (Woodlands)	10	Per+0	[2]
Swimming	12	HT+0	[1]
Theology (Christian)	11	IQ+1	[8]
Tracking	9	Per-1	[1]

* Includes: +1 from 'Combat Reflexes'

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[80]	
Advantages, Perks	[46]	
Disadvantages, Quirks	[-40]	
Skills, Techniques	[64]	
Total Points Spent:	150	
Unspent Points:	0	

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles	14	11	1d cr	C	—	4	[3]
Brawling: Punch	14	11	1d-1 cr	C	—	—	
Brawling: Bite	14	—	1d-1 cr	C	—	—	
Brawling: Kick	12	—	1d cr	C,1	—	—	
Large Knife: swing	12	9	1d-1 cut	C,1	6	4	
Large Knife: thrust	12	9	1d-1 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Colt M1873 SAA, .45 Long Colt	14	3d-2 pi+	2	120 yd / 1300 yd	1	6(5i)	11	-2	4	3	[2]
Large Knife	8	1d-1 imp	—	8.8 yd / 16.5 yd	1	T(1)	6	-2	—	4	
Martini-Henry Mk I, .450 MH	14	5d pi+	4	500 yd / 1.82 mi	1	1(3)	10†	-6	4	3	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Brass Knuckles Description: TL:1 LC:4, Dam:thr or Reach:C Parry:0 ST:-- Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate improve damage with punches and kicks (claws don't affect damage with brass knuckles or boots); Boxing improves punching damage. Calculated damage takes into account these skill bonuses.	10	0.25 lb
1	Buff Leather Coat Description: TL:4 LC:4 DR:2* Locations: body, limbs Location: body, limbs	210	16 lb
1	Colt M1873 SAA, .45 Long Colt Description: TL:5 LC:3 Ammo:0.3 lb. Damage:3d-2 pi+ Acc:2 Range:120/1300 RoF:1 Shots:6(5i) ST:11 Bulk:-2 Rcl:4 Skill:Guns (Pistol) Notes:[2], [2] No lanyard ring (p. 154).	500	3 lb
1	Large Knife Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Martini-Henry Mk I, .450 MH Description: TL:5 LC:3 Ammo:0.11 lb. Damage:5d pi+ Acc:4 Range:500/3200 RoF:1 Shots:1(3) ST:10† Bulk:-6 Rcl:4 Skill:Guns (Rifle)	550	8.9 lb