



CHARACTER SHEET

Name: Dai Blackthorn
 Race: Human
 Appearance: Very average with an honest face

Player: Steve Jackson
 Ht: 5'6" Wt: 115 lbs. Age: 32

Spent: 250
 Unspent: 0

ST 8	[-20]	HP 10	[4]	Basic Speed 7	[5]
DX 15	[100]	Will 12	[0]	Basic Move 7	[0]
IQ 12	[40]	Per 15	[15]	BL 13 lb	(STxST)/5
HT 12	[20]	FP 10	[-6]	Thr 1d-3	Sw 1d-2
TL 8	[0]	SM +0			

Vision 15	Taste/Smell 15	High Jump 2.67 ft
Hearing 15	Fright Check 12	
Touch 15	Broad Jump 3.67 yd	

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
FP	0 FP				

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	13 lb	26 lb	39 lb	78 lb	130 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY 10 Knife	PARRY 10 DX	BLOCK	DODGE 10 None	OTHER
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Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
 Bonus DB: 0
 Notes:

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d-4 cr	C	—	—	
Kick	13	—	1d-3 cr	C,1	—	—	
Large Knife: swing	17	10	1d-4 cut	C,1	6	4	
Large Knife: thrust	17	10	1d-3 imp	C	6	4	[1]
Punch	15	10	1d-4 cr	C	—	—	
Small Knife: swing	17	10	1d-5 cut	C,1	5	4	
Small Knife: thrust	17	10	1d-4 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL7)	14	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Large Knife	17	1d-3 imp	—	6.4 yd / 12 yd	1	T(1)	6	-2	—	4	
Small Knife	17	1d-4 imp	—	4 yd / 8 yd	1	T(1)	5	-1	—	4	

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table* (p. B550)

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals*	-3
11	Groin	-3	—	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks
 For complete information, see: *Hit Location* (p. B398) and *Human and Humanoid Hit Location Table* (p. B552)

SKILLS			
Name	Level	Relative	Pts
Acrobatics	15*	DX+0	[2]
Body Sense	16†	DX+1	[1]
Climbing	18‡	DX+3	[1]
Escape	16§	DX+1	[1]
Fast-Draw (Knife)	15	DX+0	[1]
Fast-Talk	12	IQ+0	[2]
Filch	14	DX-1	[1]
Guns/TL8 (Pistol)	15	DX+0	[1]
Holdout	12	IQ+0	[2]
Knife	17	DX+2	[4]
Parry: 10			
Lockpicking/TL8	15	IQ+3	[12]
Observation	15	Per+0	[2]
Pickpocket	15	DX+0	[4]
Shortsword	15	DX+0	[2]
Parry: 10			
Stealth	16	DX+1	[4]
Streetwise	12	IQ+0	[2]
Thrown Weapon (Knife)	17	DX+2	[4]
Urban Survival	14	Per-1	[1]

* Includes: +1 from 'Perfect Balance'
 † Includes: +3 from 'Absolute Direction'
 ‡ Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'
 § Includes: +3 from 'Flexibility'

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (To his squad)' when in dangerous situations if Sense of Duty is known	

CULTURAL FAMILIARITIES	
Name	Pts
Homeline	[1]
Yrth (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
English	Accented	Literate	[4]

ADVANTAGES	
Name	Pts
Absolute Direction	[5]
Danger Sense (Psionic Power Modifier: ESP)	[14]
Flexibility	[5]
Legal Enforcement Powers 3	[15]
Perfect Balance	[15]
Warp (Psionic Teleportation; Range Limit (10 yards))	[40]

PERKS	
Name	Pts
Honest Face	[1]

DISADVANTAGES	
Name	Pts
Duty (To ISWAT) (15 or less (almost always)) (Extremely Hazardous)	[-20]
Light Sleeper	[-5]
Overconfidence (12 or less)	[-5]
Sense of Duty (To his squad) (Small Group)	[-5]
Wealth (Poor)	[-15]

QUIRKS	
Name	Pts
Dislikes deep water	[-1]
Likes high places	[-1]
No drugs or alcohol	[-1]
Sensitive about his height	[-1]
Showoff	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[158]
Advantages, Perks	[100]
Disadvantages, Quirks	[-55]
Skills, Techniques	[47]
Total Points Spent:	250
Unspent Points:	0

EQUIPMENT			
Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL7) Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	600	2.6 lb
2	Auto Pistol, 9mm (TL7, Ammunition)	24	1.2 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	Leather Jacket Description: TL:1 LC:- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Lockpicks Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	—
1	Small Knife Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	30	0.5 lb