



CHARACTER SHEET

Name

Ht

Wt

Appearance

Player Loran

Size Modifier 0 Age

Point Total 140

Unspent Points 10

ST	11	[10]	HP	11	<small>CURRENT</small>	[0]
DX	13	[60]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM x 1	6	Dodge	9
Light (1) = 2 x BL	48	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	72	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	144	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	240	BM x 0.2	1	Dodge - 4	5

ADVANTAGES AND PERKS

Appearance (Attractive)	[4]
Charisma 1	[5]
Hard to Kill 5	[10]
Alcohol Tolerance	[1]
Honest Face	[1]

DISADVANTAGES AND QUIRKS

Alcoholism	[-15]
Bad Temper (12 or less)	[-10]
Debt -19	[-19]
Secret (Contrebandier) (Imprisonment or Exile)	[-20]
Wealth (Struggling)	[-10]
Code of Honor (Gentleman-ne peut s'empêcher de sauver une femme en détresse)	[-1]

Languages	Spoken	Written
Français	(Accented)	(Accented) [4]
Indonésien	(Accented)	[2]
Mandarin	(Accented)	(Accented) [4]
Papou	(Broken)	[1]
Russe (Native Language)	(Native)	(Native) [0]

DR	TL: 6	[0]
0	Cultural Familiarities	
	Asie du sud-est	[1]

PARRY	Reaction Modifiers
9	Appearance: +1/+1
DX	<i>Unappealing Includes:</i> +1 from 'Appearance'
BLOCK	<i>Appealing Includes:</i> +1 from 'Appearance'
7	Status: +0
DX	Other: +1; <i>Includes:</i> +1 from 'Charisma'
	Conditional: +1 from 'Merchant' when buying or selling

SKILLS

Name	Level	Relative Level
Boating/TL6 (Unpowered)	12	DX-1 [1]
Carousing	13	HT+2 [4]
Current Affairs/TL6 (Indonésie)	13	IQ+1 [2]
Escape	12	DX-1 [2]
Fast-Talk	13	IQ+1 [4]
Conditional: +1 from 'Charisma' when making Influence rolls		
Fishing	12	Per+0 [1]
Guns/TL6 (Pistol)	14	DX+1 [2]
Knife	14	DX+1 [2]
Leadership	13	IQ+1 [2]
Includes: +1 from 'Charisma'		
Mechanic/TL6 (Steam Engine)	11	IQ-1 [1]
Merchant	13	IQ+1 [4]
Navigation/TL6 (Sea)	13	IQ+1 [4]
Savate	14	DX+1 [8]
Seamanship/TL6	15	IQ+3 [8]
Shadowing	12	IQ+0 [2]
Shiphandling/TL6 (Ship)	13	IQ+1 [7]
Smuggling	13	IQ+1 [4]
Stealth	12	DX-1 [1]
Survival (Island/Beach)	11	Per-1 [1]
Swimming	11	HT+0 [1]
Thrown Weapon (Knife)	13	DX+0 [1]

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	13 (No)			
	Savate						
	Punch	1d cr	C	0 (3)			
	Kick	1d+1 cr	C,1	0 (No)			

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
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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

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

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Attributes/Secondary Characteristics	[120]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[33]
Disadvantages/Quirks	[-75]
Skills/Techniques	[62]
Other	[]