

PORTRAIT		IDENTITY				MISCELLANEOUS				150 POINTS				
	NAME	Bill Denbrough				CREATED	Oct 16, 2024, 6:23 PM				-6 OVERSPENT			
	TITLE					MODIFIED	Oct 16, 2024, 8:00 PM				0 ANCESTRY			
	ORGANIZATION	The Losers Club				PLAYER					145 ATTRIBUTES			
	DESCRIPTION										23 ADVANTAGES			
	GENDER	Male		HEIGHT	5'8"		HAIR	Brown		-20 DISADVANTAGES				
AGE	13		WEIGHT	126 lb		EYES	Blue		0 QUIRKS					
BIRTHDAY	March 7		SIZE	+0		SKIN	White		8 SKILLS					
RELIGION			TL	8		HAND	Right		0 SPELLS					
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[10]	11	STRENGTH (ST)	[0]	13	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[60]	13	DEXTERITY (DX)	[0]	13	FRIGHT CHECK		EYES	-9	0	0 NONE	24 lb	6	9	
[60]	13	INTELLIGENCE (IQ)	[-5]	12	PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	48 lb	4	8	
[20]	12	HEALTH (HT)	[0]	12	VISION	5	FACE	-5	0	2 MEDIUM	72 lb	3	7	
BASIC DAMAGE		[0]	12	HEARING	6-7	RIGHT LEG	-2	0		3 HEAVY	144 lb	2	6	
1d-1 BASIC THRUST		[0]	12	TASTE & SMELL	8	RIGHT ARM	-2	0		4 X-HEAVY	240 lb	1	5	
1d+1 BASIC SWING		[0]	12	TOUCH	9-10	TORSO	+0	0		LIFTING & MOVING THINGS				
		[0]	6.25	BASIC SPEED	11	GROIN	-3	0		24 lb BASIC LIFT				
POINT POOLS		[0]	6	BASIC MOVE	12	LEFT ARM	-2	0		48 lb ONE-HANDED LIFT				
[0]	12	OF	12	FP [RESTED]	13-14	LEFT LEG	-2	0		192 lb TWO-HANDED LIFT				
[0]	11	OF	11	HP [HEALTHY]	15	HAND	-4	0		288 lb SHOVE & KNOCK OVER				
					16	FOOT	-4	0		576 lb RUNNING SHOVE & KNOCK OVER				
					17-18	NECK	-5	0		360 lb CARRY ON BACK				
						VITALS	-3	0		1,200 lb SHIFT SLIGHTLY				
REACTION														
±														
-2	from others where conversation is required													
MELEE WEAPON						USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST		
Natural Attacks						Bite	13	No	No	1d-2 cr	C			
Natural Attacks						Kick	11	No	No	1d-1 cr	C,1			
Natural Attacks						Punch	13	9	No	1d-2 cr	C			
Pocketknife						Swung	9	6	No	1d-2 cut	C,1	5		
Pocketknife						Thrust	9	6	No	1d-2 imp	C	5		
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST	
Pocketknife				Thrown	9	0	1d-2 imp	5/11	1	T	-1		5	
Slingshot					7	0	1d+1 pi	66/110	1	1(2)	-4		6	
TRAIT		PTS			SKILL / TECHNIQUE				SL	RSL	PTS			
Empathy		23	B51+		Riding (Bicycles)				13	DX	2	B217		
Remote					Leadership				12	IQ-1	1	B204		
Natural Attacks		0	B271	—	Area Knowledge (Derry; Lived there)				13	IQ	1	B176		
Sense of Duty		-5	B153		All important businesses, streets, citizens, leaders, etc.									
Friends and Companions					Guns/TL8 (Pistol)				13	DX	1	B198		
Nightmares		-5	B144		Psychology				14	IQ+1	1	B216		
CR: 12 (Resist quite often)					Urban Survival				11	Per-1	1	B228		
Make a self-control roll each morning upon awakening. If you fail, you suffered nightmares; this costs you 1 FP that you can only recover through sleep. On a roll of 17 or 18, you are left shaking, and are at -1 to all skill and Perception rolls for the entire day.					Writing				12	IQ-1	1	B228		
Stuttering		-10	B157											
✓	#	CARRIED EQUIPMENT (7 LB; \$140)				USES	TL	LC						
✓	1	📌 Backpack, Small					1		60	3 lb	80	3.5 lb	B288	
✓	1	Slingshot					0		20	0.5 lb	20	0.5 lb	B276	!
✓	1	Flashlight, Heavy					6		20	1 lb	20	1 lb	B288	
		30' beam, lasts 5 hours												
✓	1	Pocketknife					0		30	0.5 lb	30	0.5 lb	B272	!

✓	#	CARRIED EQUIPMENT (7 LB; \$140)	USES	TL	LC						
✓	1	Bandages Bandages for a half-dozen wounds. Might be clean cloth, adhesive dressings, or spray-on "Plastiskin", depending on TL. Basic equipment for First Aid skill.		0		10	2 lb	10	2 lb	<u>B289</u>	