### I. Basic Info and Resources

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| --- | --- |
| **Field** | **Value** |
| **Name** | Balboa tuff knuckles |
| **Level** | 1 |
| **Role** | *Brawler* |
| **HP Max** | **20** (Calculated: (5 × VIT) + 5) |
| **PP Max** | **10** (Calculated: (5 × IQ) + 5) |

### II. Stats and Skill Mods

|  |  |  |  |
| --- | --- | --- | --- |
| **Stat** | **Value** | **Stat** | **Value** |
| **Offense (OFF)** | 4 | **Vitality (VIT)** | 3 |
| **Defense (DEF)** | 5 | **IQ (Intelligence)** | 1 |
| **Speed (SPD)** | 2 | **Luck (LUK)** | 4 |
| **Guts (GUTS)** | 5 |  |  |

#### B. Skill Mods (Stat A + Stat B)

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| --- | --- | --- |
| **Skill Mod** | **Calculation** | **Mod Value** |
| **Physical** | OFF + VIT | 4 + 3 |
| **Endurance** | DEF + VIT | 5 + 3 |
| **Courage** | GUTS + LUK | 5 + 4 |
| **PSI Control** | IQ + GUTS | 1 + 5 |
| **Stealth / Evasion** | SPD + LUK | 2 + 4 |
| **Tech/Fix** | IQ + OFF | 1 + 4 |
| **Brain/Logic** | IQ + LUK | 1 + 4 |

### III. Equipment (Psyche Anchors and Gear)

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| --- | --- | --- |
| **Field** | **Item** | **Description / Details (Preserved)** |
| **Weapon** | **Brass Knuckles** | **Type:** Weapon — Melee (Fists)5. **Damage:** 1d6 + OFF6. **Special Abilities:** *Heavy Swing* (+2 attack, +2 damage once per encounter), *Chunky Impact* (Nat 18-20 forces DC 10 Guts check or **Staggered**)7. |
| **Armor (Anchor)** | **Championship Boxing Belt** | **Type:** Accessory — Belt / Title8. **Other Effects:** *Champion’s Pride* (+1 GUTS), *Ring Presence* (+1 Intimidation), *Champion’s Comeback* (Once per day, remain at 1 HP on DC 12 Guts check when reduced to 0 HP)9. **Penalty:** –1 on Stealth and subtle Social checks10. |
| **Armor (Clothing)** | **Tank Top & Joggers** | **Type:** Armor — Clothing11. **Defense Bonus:** +1 DEF12. **Mobility Bonus:** +1 SPD on initiative rolls13. **Other Effects:** *Heat Boost* (After taking damage, +1 on next melee attack roll, once per round)14. |
| **Other Gear 1** | **Professional Major League Gloves** | **Type:** Weapon — Melee (Fists)15. **Damage:** 1d6 + OFF16. **Special Abilities:** *Pro Touch* (+1 on melee attack rolls), *Heat Boost (Pro)* (+2 on next melee attack after damage, once per round)17. **Penalty:** Cannot use small/fine-manipulation items (-2 to check)18. |

### IV. PSI Moves / Techniques

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| --- | --- |
| **PSI Move** | **Notes** |
| **Money-Spread Technique** | **Type:** Technique — Trick Move19. **Rank:** Basic20. **Effect:** *Blinding Burst* (Target must succeed on a Vision Save DC = 10 + your PSI or AGI mod or become **Blinded** for 1 round), *Distraction Hit* (If target fails save, gain +1 to your next attack roll)21. |
|  |  |

### V. Inventory & Money

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| --- | --- |
| **Item** | **Description / Notes** |
| Cash On Hand | 9,000 dollars |
| ATM / Account | 0 dollars |
| Other Items |  |