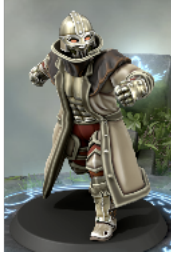


| Portrait   | Identity                              |                               | Miscellaneous |                         | 200 Points     |                           |   |          |                  |            |       |    |    |      |     |       |
|--|---------------------------------------|-------------------------------|---------------|-------------------------|----------------|---------------------------|---|----------|------------------|------------|-------|----|----|------|-----|-------|
|   | Name                                  | Sir Fisticuffs                | Created       | Sep 1, 2022 at 8:31 PM  | 0 Unspent      |                           |   |          |                  |            |       |    |    |      |     |       |
|  | Title                                 | Bloodied Knight               | Modified      | Sep 22, 2022 at 9:15 PM | 0 Race         |                           |   |          |                  |            |       |    |    |      |     |       |
|  | Organization                          | Knights of the Squared Circle | Player        | Jollyfish               | 62 Attributes  |                           |   |          |                  |            |       |    |    |      |     |       |
|  | Description                           |                               |               |                         | 149 Advantages |                           |   |          |                  |            |       |    |    |      |     |       |
| Gender   |                                       | Male                          | Height        |                         | 5' 8"          | Hair                      |   | Black    | 47 Disadvantages |            |       |    |    |      |     |       |
| Age  |                                       | 25                            | Weight        |                         | 146 lb         | Eyes                      |   | Brown    | -5 Quirks        |            |       |    |    |      |     |       |
| Birthday   |                                       | March 31                      | Size          |                         | +0             | Skin                      |   | Pale     | 41 Skills        |            |       |    |    |      |     |       |
| Religion   |                                       |                               | TL            |                         | 5              | Hand                      |   | Right    | 0 Spells         |            |       |    |    |      |     |       |
| Primary Attributes   |                                       | Secondary Attributes          |               | Humanoid                |                | Encumbrance, Move & Dodge |   |          |                  |            |       |    |    |      |     |       |
| [0] 12 Strength (ST)   |                                       | [0] 11 Will                   |               | Roll                    | Location       | DR                        | Level   | Max Load | Move             | Dodge      |       |    |    |      |     |       |
| [40] 12 Dexterity (DX)   |                                       | [0] 13 Fright Check           |               | -                       | Eyes           | -9                        | 0 None  | 29 lb    | 6                | 10         |       |    |    |      |     |       |
| [0] 11 Intelligence (IQ)   |                                       | [0] 11 Perception (Per)       |               | 3-4                     | Skull          | -7                        | 1 Light   | 58 lb    | 4                | 9          |       |    |    |      |     |       |
| [20] 12 Health (HT)  |                                       | [0] 11 Vision                 |               | 5                       | Face           | -5                        | 2 Medium  | 87 lb    | 3                | 8          |       |    |    |      |     |       |
| 1d-1 Basic Thrust  |                                       | [0] 11 Hearing                |               | 6-7                     | Right Leg      | -2                        | 3 Heavy   | 174 lb   | 2                | 7          |       |    |    |      |     |       |
| 1d+2 Basic Swing   |                                       | [0] 11 Taste & Smell          |               | 8                       | Right Arm      | -2                        | 4 X-Heavy   | 290 lb   | 1                | 6          |       |    |    |      |     |       |
|  |                                       | [0] 11 Touch                  |               | 9-10                    | Torso          | +0                        | Lifting & Moving Things   |          |                  |            |       |    |    |      |     |       |
|  |                                       | [0] 6 Basic Speed             |               | 11                      | Groin          | -3                        | 29 lb Basic Lift  |          |                  |            |       |    |    |      |     |       |
|  |                                       | [0] 6 Basic Move              |               | 12                      | Left Arm       | -2                        | 58 lb One-Handed Lift   |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               | 13-14                   | Left Leg       | -2                        | 232 lb Two-Handed Lift  |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               | 15                      | Hand           | -4                        | 348 lb Shove & Knock Over   |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               | 16                      | Foot           | -4                        | 696 lb Running Shove & Knock Over   |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               | 17-18                   | Neck           | -5                        | 435 lb Carry On Back  |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               | -                       | Vitals         | -3                        | 1,450 lb Shift Slightly   |          |                  |            |       |    |    |      |     |       |
| Modifier   | Reaction                              |                               |               |                         |                | Modifier                  | Condition   |          |                  |            |       |    |    |      |     |       |
| -1   | to orders, insults, or social slights |                               |               |                         |                | -2                        | on all HT rolls related to drinking   |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               |                         |                | +6                        | on all IQ rolls to wake up or to recover from surprise or mental stun   |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               |                         |                | +4                        | to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth. |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               |                         |                | +1                        | to initiative rolls for your side (+2 if you are the leader)  |          |                  |            |       |    |    |      |     |       |
|  |                                       |                               |               |                         |                | +1                        | to others' attempts to identify or follow you   |          |                  |            |       |    |    |      |     |       |
| Melee Weapons  |                                       |                               |               |                         |                | Usage                     | Lvl   | Parry    | Block            | Damage     | Reach | ST |    |      |     |       |
| Fists Full of Vim and Vigor (Innate Attack (Crush))  |                                       |                               |               |                         |                | Punch HARDER              | 21  | 17/-3/-2 |                  | 4d+7(2) cr | C     |    |    |      |     |       |
| Natural Attacks  |                                       |                               |               |                         |                | Bite                      | 12  | No       | No               | 1d-2 cr    | C     |    |    |      |     |       |
| Natural Attacks  |                                       |                               |               |                         |                | Kick                      | 10  | No       |                  | 1d cr      | C,1   |    |    |      |     |       |
| Natural Attacks  |                                       |                               |               |                         |                | Punch                     | 21  | 17/-3/-2 |                  | 1d cr      | C     |    |    |      |     |       |
| Parry is +3 against unarmed, -3 against non thrusting weapons, -2 against kicks  |                                       |                               |               |                         |                |                           |   |          |                  |            |       |    |    |      |     |       |
| Advantages & Disadvantages   |                                       |                               |               |                         |                | Pts                       | Skills  |          |                  |            |       |    | SL | RSL  | Pts |       |
| ▼ Exotics  |                                       |                               |               |                         |                | 55                        | Boxing  |          |                  |            |       |    | 21 | DX+9 | 36  | B182+ |
| Fists Full of Vim and Vigor (Innate Attack (Crush)) 3  |                                       |                               |               |                         |                | 35                        | ▼ Boxing Techniques   |          |                  |            |       |    |    |      | 5   |       |
| Armor Divisor (2); Melee Attack (Reach C); ST based Melee (Only for Crushing, Cutting, and Impaling Attacks. You can add your dice of thrust or swing damage to the damage of your Innate Attack. Work out Melee Attack as usual, and then add a +100% enhancement. (This modifier is more cost-effective than Striking ST; the GM may wish to reserve it for cinematic genres.)); Dual (Your ability generates two melee weapons – usually one in each hand – permitting a Dual-Weapon Attack (see p. B417). Price Melee Attack as usual, and then add a +10% enhancement.) |                                       |                               |               |                         |                |                           |   |          |                  |            |       |    |    |      |     |       |
| Enhanced Move (Ground) 1   |                                       |                               |               |                         |                | 20                        |   |          |                  |            |       |    |    |      |     |       |
| Multiply normal Ground Move by 1 + level   |                                       |                               |               |                         |                |                           |   |          |                  |            |       |    |    |      |     |       |

| Advantages & Disadvantages  | Pts | 📌     | Skills   | SL | RSL | Pts | 📌     |
|---|-----|-------|--|----|-----|-----|-------|
| <b>Extra Attack 1</b><br>Single Skill (Boxing)  | 20  | B53+  | <b>Disarming (Boxing)</b><br>Default: Boxing   | 21 | +0  | 0   | B230+ |
| <b>Weapon Master (Fists Full of Vim and Vigor)</b><br>One weapon  | 20  | B99+  | Knocking a Weapon Away<br>A strike to disarm is an attempt to knock or twist the weapon out of your foe's grasp without damaging it. Only a weapon that can parry can attempt to disarm, which limits disarming to unarmed attacks, melee weapons, and certain thrown weapons. You have an extra -2 to hit unless you use a fencing weapon (main-gauche, rapier, saber, or smallsword).  |    |     |     |       |
| <b>Increased Strength 2</b><br>High TL 1  | 18  | B14   | If you hit and your foe fails to defend, roll a Quick Contest of weapon skills with your foe; if you're attempting to knock away a missile weapon, your opponent rolls against DX. Either of you may opt to make a ST-based skill roll instead of the standard DX-based one, if that would be better. You get +2 if you use Jitte/Sai or Whip skill (having it is not enough!).  |    |     |     |       |
| <b>Combat Reflexes</b><br>Never freeze  | 15  | B43   | Your foe gets +2 if he is using a two-handed weapon. If you win, you disarm your foe; his weapon flies one yard in a random direction. If your foe wins or ties, he keeps his weapon, but it will be unready unless he won by 3 or more.   |    |     |     |       |
| <b>Increased Intelligence 1</b><br>Discount   | 10  | B15   | If you roll a critical failure, you are the one disarmed!  |    |     |     |       |
| <b>Damage Resistance 1</b><br>Tough Skin (Effects that just require skin contact or a scratch ignore this DR)   | 3   | B47+  | <b>Feint (Boxing)</b><br>Default: Boxing   | 21 | +0  | 0   | B231+ |
| <b>Hard to Kill 4</b>   | 8   | B58   | Roll a Quick Contest between your melee weapon skill (may be based off ST (Beat) or IQ (Ruse)) and your opponent's combat skill. Your margin of success or victory is the penalty to all your opponent's active defenses against you on your next turn. Shields can feint if you've attacked with it.  |    |     |     |       |
| <b>Natural Attacks</b>  | 0   | B271  | <b>Counterattack (Boxing)</b><br>Default: Boxing - 5   | 18 | -3  | 3   | MA70  |
| <b>Alcohol Intolerance</b>  | -1  | B165  | Counterattack represents attacking as soon as possible after defending in order to take advantage of the momentary "hole" an attacker must leave in his defenses. You can only attempt it on your turn immediately following a successful active defense – and only vs. the foe against whom you defended. If you blocked or parried, the Counterattack doesn't have to use the hand(s) you used to defend, although it can if you wish. |    |     |     |       |
| <b>Code of Honor</b><br>Pugilist (FISTS ONLY)   | -1  | B163+ | Roll against Counterattack to hit. Your foe is at -2 to Parry, or to his resistance roll if you tried a grappling move that uses a Quick Contest (e.g., takedown), or at -1 to Block or Dodge. If you hit, your attack inflicts its usual damage. You can use another technique as your counterattack; see Using Techniques Together (p. 64) to find effective skill level.  |    |     |     |       |
| <b>Distinctive Features</b><br>Very sturdy hands with many scratches.   | -1  | B165  |  |    |     |     |       |
| <b>Obsession</b><br>Fighting  | -1  | B164  |  |    |     |     |       |
| <b>Proud</b>  | -1  | B164  |  |    |     |     |       |
| <b>Bloodlust</b><br>CR: 12 (Resist Quite Often)<br>Make a self-control roll each turn. On a failure, if possible (including ranged attacks or a Move and Attack maneuver), do one of the following.<br>target the vitals, skull, or eye with an attack<br>target the neck with a cutting attack<br>target a location that will allow for maximum injury with an All-Out Attack Strong maneuver<br>target a location that will allow for maximum injury with an extra effort Might Blow (B357, MA131) Attack maneuver<br>Making preparations, e.g. Aim or Evaluate maneuvers, for purposes of setting up one of the above attacks is allowed; you need not make further Bloodlust checks, but may only take maneuvers that are in preparation for or execution of a one of the above prescribed attacks.   | -10 | B125  |  |    |     |     |       |
| <b>Berserk</b><br>CR: N/A (Cannot Resist); Battle Rage<br>Make a self-control roll any time you suffer damage over 1/4 your HP in the space of one second, and whenever you witness equivalent harm to a loved one<br><br>If armed with a hand weapon, you must make an All-Out Attack each turn a foe is in range. If no foe is in range, you must use a Move maneuver to get as close as possible to a foe – and if you can Move and Attack, or end your Move with a slam, you will.<br><br>You are immune to stun and shock, and your injuries cause no penalty to your Move score. You make all rolls to remain conscious or alive at +4 to HT. If you don't fail any rolls, you remain alive and madly attacking until you reach -5xHP. Then you fall – dead!<br><br>When you down a foe, you may (if you wish) attempt another self-control roll to see if you snap out of the berserk state. If you fail (or do not roll), you remain berserk and attack the next foe. Treat any friend who attempts to restrain you as a foe! You get to roll again each time you down a foe, and you get one extra roll when no more foes remain. If you are still berserk, you start to attack your friends . . .<br><br>Once you snap out of the berserk state, all your wounds immediately affect you. Roll at normal HT to see whether you remain conscious and alive. | -37 | B124  |  |    |     |     |       |

| Advantages & Disadvantages | Pts | 🔖 | Skills   | SL | RSL | Pts | 🔖    |
|----------------------------|-----|---|--|----|-----|-----|------|
|                            |     |   | <b>Uppercut (Boxing)</b><br>Default: Boxing - 1<br>This is a short punch directed upward from a low stance. It delivers a powerful blow to an opponent standing in close.<br>You can only use Uppercut against the upper body – skull, eye, face, neck, torso, arm – of a standing foe. (Exception: If his SM exceeds yours, you can target everything but his feet.) Damage is thrust crushing plus skill bonuses. Your target defends normally.<br>Uppercut is a very close-range punch. Many fighters throw it after getting their adversary in a clinch with the other arm. Grappling an opponent around the back of his head and punching is illegal in modern sport boxing, but very effective (see Grab and Smash!, p. 118).  | 20 | -1  | 0   | MA81 |
|                            |     |   | <b>Attack from Above (Boxing)</b><br>Default: Boxing - 2   | 19 | -2  | 0   | MA67 |
|                            |     |   | <b>Low Fighting (Boxing)</b><br>Default: Boxing - 2  | 19 | -2  | 0   | MA77 |
|                            |     |   | <b>Roll with Blow (Boxing)</b><br>Default: Boxing - 2<br>This represents special training at presenting little resistance to the force of a punch or other bludgeoning attack, resulting in less injury. Whenever you're hit by a crushing attack, you may roll against Roll with Blow to reduce damage.<br><br>Success means you take half damage (round up) before subtracting DR . . . but double the basic damage roll to calculate knockback (p. B378). This doubling is cumulative with the effects of attacks that normally cause extra knockback. Make a DX roll at -1 per yard of knockback to avoid falling down. Critical success on Roll with Blow means you take only 1 point of damage (extra knockback still applies).<br><br>Failure means you take normal damage and extra knockback. On a critical failure, you also fall down automatically and are physically stunned!<br><br>Roll with Blow is risky in places where knockback is likely to mean a collision. In a superhero game, the GM may let anyone learn this skill – people being knocked great distances into and through things is very much in-genre! | 19 | -2  | 0   | MA87 |

| Advantages & Disadvantages | Pts | 📖 | Skills  | SL | RSL | Pts | 📖     |
|----------------------------|-----|---|---|----|-----|-----|-------|
|                            |     |   | <b>Springing Attack (Boxing)</b><br>Default: Boxing - 2<br>Springing Attack represents an attack made from the kind of deep stance that some cinematic fighters use to "store up" energy for a powerful strike. To make an attack like this, you must first crouch. This takes your entire turn – you may do nothing else.<br><br>On your next turn, make a roll against Springing Attack – not the prerequisite skill – to hit with your first attack. If you hit, that one attack is at +2 to damage or +1 per die, whichever is better. If you miss, you have -2 to DX and all active defenses until your next turn. On a critical miss, you fall down! If your foe defends, you suffer no special ill effects.  | 19 | -2  | 0   | MA87  |
|                            |     |   | <b>Ear Clap (Boxing)</b><br>Default: Boxing - 3<br>This is an attack on your foe's ear using a cupped or open hand. The goal is to pop his eardrum, stunning and deafening him. You must be in close combat and have at least one free, empty hand.<br><br>Roll against Ear Clap to hit. Your opponent may use any active defense. If the attack succeeds, it does thrust-3 crushing damage plus skill bonuses. In addition, roll a Quick Contest: Ear Clap vs. the victim's HT. If you win, your target is physically stunned (p. B420); he's also at -1 DX and deaf in one ear (treat as Hard of Hearing) for 1d seconds. On a critical failure on the HT roll or critical success on Ear Clap, the victim must roll as if for a crippling injury to see how long he's partially deaf; see p. B422. Permanent harm is possible!<br>Ear Clap works best if you box both ears simultaneously. To do a double Ear Clap, you must have two free, empty hands and use All-Out Attack (Double) or another form of multiple attacks. Dual-Weapon Attack with the appropriate unarmed combat skill is one option; add the penalties for that technique to Ear Clap to determine effective skill. If only one hand hits, resolve it as above. If both hit, roll one Quick Contest. If you win, your victim is deaf in both ears (treat as Deafness) for 2d seconds. Once again, a critical failure on HT or critical success on Ear Clap indicates a crippling injury that could become permanent. | 18 | -3  | 0   | MA70  |
|                            |     |   | <b>Ground Fighting (Boxing)</b><br>Default: Boxing - 4  | 17 | -4  | 0   | B231+ |
|                            |     |   | <b>Whirlwind Attack (Boxing)</b><br>Default: Boxing - 5   | 16 | -5  | 0   | B232+ |

| Advantages & Disadvantages |  |  | Pts | 🔖 | Skills  |  |  | SL | RSL | Pts | 🔖    |
|----------------------------|--|--|-----|---|---|--|--|----|-----|-----|------|
|                            |  |  |     |   | <b>Aggressive Parry (Boxing Parry)</b><br>Default: Boxing Parry - 1<br>Only a few “hard” styles teach this tactic. Instead of merely deflecting a blow, you attempt to injure your attacker with an especially forceful parry. This is incompatible with Cross Parry (p. 121).<br><br>Roll against Aggressive Parry to defend, at the usual -2 for Boxing vs. a kick, or -3 for Boxing or Brawling vs. a swung weapon. You cannot retreat. Failure means you’re hit; your attacker may choose to hit his original target, your parrying arm, or your parrying hand. Success means you parry and may roll against the underlying skill to strike the attacking body part or weapon, modified as follows.<br><br>Modifiers: Against unarmed, -2 to hit an arm or leg, -4 to hit a hand or foot; -2 for Boxing vs. a leg or foot; -1 if your foe knows Rapid Retraction (p. 51). Against armed, a basic -3; another -3 to -5 for weapon size (see p. B400); a further -3 for Boxing or Brawling vs. a swung weapon. Success on this skill roll inflicts thrust-4 crushing damage or thrust-2 at -1 per die, whichever is worse, on the targeted weapon or body part. Skill bonuses apply normally.<br><br>Failure means you didn’t parry forcefully enough to inflict damage.<br>Weapon parries against unarmed attacks are essentially aggressive “for free”; see Parrying Unarmed Attacks (p. B376). |  |  | 14 | +0  | 2   | MA65 |

| ✔ | # | Carried Equipment (28 lb; \$1,880)             |  |  | Uses | \$    | 📊      | \$    | 📊      | 🔖    |
|---|---|--|--|--|------|-------|--------|-------|--------|------|
| ✔ | 1 | <b>Steel Corselet</b><br>Expensive             |  |  |      | 1,200 | 8 lb   | 1,200 | 8 lb   | HT66 |
| ✔ | 1 | <b>Pot-Helm</b>                                |  |  |      | 100   | 5 lb   | 100   | 5 lb   | B284 |
| ✔ | 1 | <b>Boots</b><br>Flexible; Concealable          |  |  |      | 80    | 3 lb   | 80    | 3 lb   | B284 |
| ✔ | 1 | <b>Leather Pants</b><br>Flexible, concealable  |  |  |      | 40    | 3 lb   | 40    | 3 lb   | B283 |
| ✔ | 1 | <b>Leather Jacket</b><br>Flexible, concealable |  |  |      | 50    | 4 lb   | 50    | 4 lb   | B283 |
| ✔ | 1 | <b>Heavy Gauntlets</b>                         |  |  |      | 250   | 2.5 lb | 250   | 2.5 lb | B284 |
| ✔ | 1 | <b>Stock</b>                                   |  |  |      | 10    | 0.5 lb | 10    | 0.5 lb | HT70 |
| ✔ | 1 | <b>Face Mask</b>                               |  |  |      | 100   | 2 lb   | 100   | 2 lb   | B284 |
| ✔ | 1 | <b>Sunglasses</b>                              |  |  |      | 50    | 0 lb   | 50    | 0 lb   | HT71 |

| Notes   |  |  |  |  |  |  |  |  |  |  | 🔖 |
|---|--|--|--|--|--|--|--|--|--|--|---|
| ▼ Other Techniques/attacks  |  |  |  |  |  |  |  |  |  |  |   |
| Shove<br>You can shove a foe with one or both arms. Roll against DX or Sumo Wrestling to hit. Your foe may block, dodge, or parry. If you hit, roll thrust/crushing damage – at -1 per die, if you used only one hand – and double it. This inflicts knockback (see Knockback, p. 378), but never actual physical injury. |  |  |  |  |  |  |  |  |  |  |   |
| ▼ Backstory   |  |  |  |  |  |  |  |  |  |  |   |



Sir Fisticuffs was a street urchin overseas who longed for the ring after years of watching street fights and official billings by sneaking in during fights.

He became a boxer under the tutelage of a former boxer and trained hard for years. When his time in the ring came however, his mentor bet against him and they lost everything as he went on to become champion. The end result is he was indentured to an organization known as the Knights of the Squared Circle.

Under the KSC he trained even harder, was administered experimental drugs to improve performance, and sent to work as an enforcer.

Eventually he was changed. Too far gone into his madness, he fought member after member of KSC until he was the top agent (because he had beaten all the others to near death or worse). He was an unstoppable force, yet to meet his immovable object. Even bullets don't seem to faze him much.