



CHARACTER SHEET

Name Bryan "Torch" Monsh
Ht Wt
Appearance

Player
Size Modifier 0 Age

Point Total 114
Unspent Points 36

ST	11	[10]	HP	11	CURRENT	[0]
DX	13	[60]	Will	11		[0]
IQ	11	[20]	Per	11		[0]
HT	12	[10]	FP	12	CURRENT	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 6.25 [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

TEMPLATES AND METATRAITS

Soldier of Fortune (Basic Set) [0]

ADVANTAGES AND PERKS

Extra HT 1 (Affects HT) [10]

High Pain Threshold [10]

Roll to ignore pain: 14

DISADVANTAGES AND QUIRKS

Code of Honor (Honesty) [-10]

Fanaticism (Fire Fighters) [-15]

Flashbacks (Mild) [-5]

Sense of Duty (Comrades) [-5]

Habit (Compulsive about his sleep/wake schedule) [-1]

Languages	Spoken	Written
English (Native Speaker)	(Native)	(Illiterate) [-3]

DR 0	TL: 9 Cultural Familiarities [0]
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PARRY 9 DX	Reaction Modifiers
BLOCK 7 DX	Appearance: Status: +0 Other: +0

SKILLS

Name	Level	Relative Level
Axe/Mace	14	DX+1 [4]
Climbing	13	DX+0 [2]
Electronics Operation/TL9 (Medical)	12	IQ+1 [4]
Electronics Repair/TL9 (Medical)	12	IQ+1 [4]
Explosives/TL9 (Demolition)	10	IQ-1 [1]
Fast-Draw (Pistol)	14	DX+1 [2]
First Aid/TL9 (Human)	13	IQ+2 [4]
Guns/TL9 (Pistol)	13	DX+0 [1]
Hazardous Materials/TL9 (Chemicals)	10	IQ-1 [1]
NBC Suit/TL9	13	DX+0 [2]
Search	10	Per-1 [1]
Tactics	11	IQ+0 [4]
Tracking	10	Per-1 [1]
Urban Survival	11	Per+0 [2]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	13 (No)			
	Kick	1d-1 cr	C,1	11 (No)			
	Punch	1d-2 cr	C	13 (9)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
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SPEED/RANGE TABLE

For complete table, see p. 550.

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

HIT LOCATION

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

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
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CHARACTER NOTES

Bryan is a former fire fighter

POINTS SUMMARY

Attributes/Secondary Characteristics	[100]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[17]
Disadvantages/Quirks	[-36]
Skills/Techniques	[33]
Other	[]