



Name: Freddy Brodie

Race: Human

Appearance: Wiry, run-down, bleary eyed, a little shabby - but still neat, passably groomed, with well-polished boots.

Player:

Ht: 5'11"

Wt: 160 lbs.

Age: 31

Spent: 50

Unspent: 0

CHARACTER SHEET

ST	11	[ 10]	HP	12	[ 2]	Basic Speed	5.5	[ 0]
DX	11	[ 20]	Will	10	[ 0]	Basic Move	5	[ 0]
IQ	10	[ 0]	Per	10	[ 0]	BL	24 lb	(ST×ST)/5
HT	11	[ 10]	FP	11	[ 0]	Thr	1d-1	Sw 1d+1

TL	8	[ 0]	SM	+0
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Vision	10	Taste/Smell	10	Death Check	11
Hearing	10	Fright Check	12*	High Jump	1.67 ft
Touch	10	Consciousness	11	Broad Jump	2.33 yd

\* +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60 FP 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

PARRY		PARRY		BLOCK		DODGE		OTHER	
9*		10*		7*		9*			
DX		Brawling		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	7	—
Skull	2	0	—	—	Hands	0	0	5	—
Face	0	0	—	—	Legs	0	0	7	—
Torso	0	0	—	—	Feet	2*	0	5	—

\* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance:	+0
Status:	-1*
	* -1 from 'Status'
Other:	+0†
	† Cond. +2 from 'Born Soldier' when Other soldiers

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[ 0]

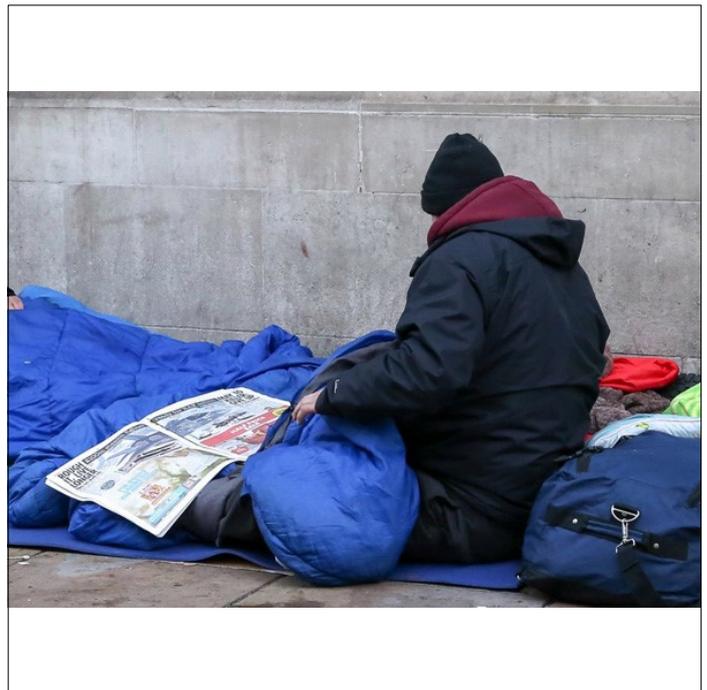
LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[ 0]

ADVANTAGES	
Name	Pts
Born Soldier 2	[ 10]
Combat Reflexes	[ 15]

PERKS	
Name	Pts
Standard Operating Procedure (Back to the Wall)	[ 1]

DISADVANTAGES	
Name	Pts
Light Sleeper	[ -5]
Post-Combat Shakes (12 or less)	[ -5]
Status -1	[ -5]
Wealth (Poor)	[ -15]

QUIRKS	
Name	Pts
Alcohol Intolerance	[ -1]
Code of Honor (Ex-Soldier)	[ -1]
Compulsively Neat	[ -1]
Jumpy	[ -1]
Likes Hard Beds	[ -1]



SKILLS			
Name	Level	Relative	Pts
Brawling	12	DX+1	[ 2]
Parry: 10			
Camouflage	10	IQ+0	[ 1]
Guns/TL8 (Rifle)	12	DX+1	[ 2]
Savoir-Faire (Military)	12*	IQ+2	[ 1]
Scrounging	14*	Per+4	[ 4]
Soldier/TL8	12*	IQ+2	[ 2]
Spear	10	DX-1	[ 1]
Parry: 9			
Stealth	10	DX-1	[ 1]
Survival (Desert)	10	Per+0	[ 2]
Tactics	10*	IQ+0	[ 1]

POINTS SUMMARY	
Basic Attributes, Secondary Characteristics	[ 42]
Advantages, Perks	[ 26]
Disadvantages, Quirks	[ -35]
Skills, Techniques	[ 17]
<b>Total Points Spent:</b>	<b>50</b>
<b>Unspent Points:</b>	<b>0</b>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Blackjack	12	10	1d-1 cr	C	7	4	
Brawling: Punch	12	10	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Backpack, Small (TL1) Description: TL:1 Notes: Holds 40 lbs. of gear.	60	3 lb
1	Blackjack (TL1) Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:7 Skill:Brawling, DX	20	1 lb
1	Blanket (TL1) Description: TL:1 Notes: A warm sleeping blanket.	20	4 lb
1	Boots (TL5) Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Ordinary Clothes (TL0; Free) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Personal Basics (TL0) Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb

**NOTES**

You did a stint in the Army when you were fresh out of school - well, it was a chance to learn a bit and see the world - and some of that got a bit rough. You'd rather not talk about some of what you saw, but you will say that getting shot at stops being fun after a while. So when you finished your stint and went back to civvie life, you didn't find it very easy to settle down. You don't sleep well, especially in soft beds, and not everyone gets why you're so tidy and a bit jumpy.

Perhaps fortunately, you find it a bit *too* easy to get drunk, which always made you careful about the booze, and you've not found any other ways to settle down yet. You move from short-term job to short-term job and town to town, sleeping in hostels (mostly), looking for the right answer to a question that isn't quite clear in your head yet. You're not sure what's drawn you to this small town - there's no obvious particular chance of work here - but perhaps it's something to do with the dreams. The ones you can't quite remember.