



Name: Captain Joseph Mead
 Race: Human
 Appearance: A grizzled independent airship skipper.

Player:
 Ht: 5'10" Wt: 170 lbs. Age: 42

Spent: 150
 Unspent: 0

CHARACTER SHEET

ST 11 [10]	HP 11 [0]	Basic Speed 6 [5]
DX 11 [20]	Will 13 [0]	Basic Move 5 [-5]
IQ 13 [60]	Per 13 [0]	BL 24 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+1

TL 5 +2 [0]	SM +0
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Vision 13	Fright Check 15*	Broad Jump 2.33 yd
Hearing 13	Consciousness 12	Money 701
Touch 13	Death Check 12	
Taste/Smell 13	High Jump 1.67 ft	

* +2 from 'Combat Reflexes'

HP 3, 0, -11, -22, -33, -44, -55 FP 3, 0, -12

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete ‡ Double with a running start
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

JUMP TABLE					
Mvmt.	Rest	1	2	3	4+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

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	10	9	8	7	6

PARRY		PARRY		BLOCK		DODGE		OTHER	
9*	10*	7*	10*						
DX	Brawling	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	1	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	0	0	—	—	Feet	1*	0	4	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: -1*	* -1 from 'Appearance'
Status: +0	
Other: +2†	† +2 from 'Charisma', Cond. +1 from 'Merchant' when buying or selling, Cond. +2 from 'Sense of Duty (Crew)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Reputation (Reliable Problem-Solver, in the paraplannary travel world)'

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

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

ADVANTAGES	
Name	Pts
Charisma 2	[10]
Combat Reflexes	[15]
Courtesy Rank 3 (Merchant Vessel Captain)	[3]
Reputation +1 (Reliable Problem-Solver, in the paraplannary travel world; 10 or less, *1/2; Large class, *1/2)	[1]



DISADVANTAGES	
Name	Pts
Appearance (Unattractive)	[-4]
Code of Honor (Professional)	[-5]
Pacifism (Cannot Harm Innocents)	[-10]
Sense of Duty (Crew; Small Group)	[-5]

QUIRKS	
Name	Pts
Always maintains a tough facade	[-1]
Doesn't Take Orders Well	[-1]
Incompetence (Savoir-Faire)	[-1]

SKILLS			
Name	Level	Relative	Pts
Airshipman/TL5+2	14	IQ+1	[2]
Area Knowledge (The Paraplannary Network)	13	IQ+0	[1]
Beam Weapons/TL5+2 (Pistol)	13	DX+2	[4]
Brawling	13	DX+2	[4]
Carousing	13	HT+1	[2]
Diplomacy	11*	IQ-2	[1]
Electronics Operation/TL5+2 (Paraplannary)	12	IQ-1	[1]
Games (Poker)	13	IQ+0	[1]
Leadership	14†	IQ+1	[1]
Merchant	13	IQ+0	[2]
Meteorology/TL5+2 (Earthlike)	12	IQ-1	[1]
Navigation/TL5+2 (Air)	12	IQ-1	[1]
Navigation/TL5+2 (Hyperspace)	12	IQ-1	[1]
Search	13	Per+0	[2]
Shiphandling/TL5+2 (Airship)	14	IQ+1	[8]
Smuggling	12	IQ-1	[1]
Streetwise	13*	IQ+0	[2]
Survival (Arctic)	13	Per+0	[2]
Tactics	11	IQ-2	[1]

* Cond. +2 from 'Charisma' when making Influence rolls † +2 from 'Charisma'

EQUIPMENT			
Qty	Item	Cost	Weight
1	Binoculars, Advanced (TL5+1) {p. B289}	150	3 lb
Description: TL:5+1 Notes: Gives Telescopic Vision 2, with an extra +1 when zooming in.			

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Boots (TL2) {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Electrolabe (TL5+2) Notes: Uses the etheric wind and a planetary magnetic field to determine location. Gives +1 to Navigation skill and accurately determines latitude on a successful roll; combined with a standard chronometer, it eliminates penalties due to bad weather and unfamiliar currents, and permits Navigation skill to be used underwater without penalty.	450	10 lb
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Notes: +1 to HT rolls to protect eyes. Location: eyes	40	-
1	Long Coat (TL2) Usenotes: Worn with boots and ordinary clothes, counts as winter clothing.	50	5 lb
1	Multi-Function Knife (TL5+2) Notes: Rates as "improvised equipment" for minor repairs, or as "basic equipment" for extremely simple tasks.	25	1.6 oz
1	Ordinary Clothes (TL0) {p. B266} 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	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Shoes (TL1; Free) {p. B284} Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	0	2 lb
1	Spare Pistol Power Cell (TL5+2)	4	8 oz

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[110]
Advantages, Perks	[29]
Disadvantages, Quirks	[-27]
Skills, Techniques	[38]
Total Points Spent:		150
Unspent Points:		0

LOAD-OUTS			
Qty	Regular Load	Cost	Weight
1	Binoculars, Advanced (TL5+1)	150	3 lb
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Location: eyes	40	-
1	Long Coat (TL2)	50	5 lb
1	Multi-Function Knife (TL5+2)	25	1.6 oz
1	Ordinary Clothes (TL0)	0	2 lb
1	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Shoes (TL1) Location: feet	0	2 lb
1	Spare Pistol Power Cell (TL5+2)	4	8 oz
Totals:		769	15.1 lb

NOTES

You come from a working-class background in New York, but you managed to get employment on an airship when you were little more than a child. From then on, your natural talent for the work and your gift for convincing people to go along with your ideas were in competition with your tendency to insubordination. Eventually, you scraped together the funds for the down-payment on a ship of your own, and found a crew who could work together and chip in. Now, the five of your fly between the worlds, taking whatever reasonably honest work is going.

You maintain a tough appearance, which deters people from causing you trouble, but you do have standards; when you take a job, you deliver or you return the fee. Also, you are scrupulous about never hurting people who don't definitely deserve it, and you stand by your crew through thick and thin.

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	13	10	1d-1 cr	C	-	-	
Brawling: Bite	13	-	1d-1 cr	C	-	-	
Brawling: Kick	11	-	1d cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Pistol Raygun	13	2d burn, sur	2	200 yd / 1.14 mi	3	20	7	-3	1	3	