



Name: Olaf Larsson

Race: Human

Appearance: A well-built dark-blond Swedish man with dark glasses.

Player:

Ht: 6'4"

Wt: 195 lbs.

Age: 28

Spent: 150

Unspent: 0

CHARACTER SHEET

ST	14	[40]	HP	14	[0]	Basic Speed	6	[5]
DX	11	[20]	Will	10	[0]	Basic Move	5	[-5]
IQ	10	[0]	Per	10	[0]	BL	39 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d	Sw 2d

TL	5	+2	[0]	SM	+0
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Vision	10	Fright Check	12*	Broad Jump	2.33 yd
Hearing	10	Consciousness	12	Money	616
Touch	10	Death Check	12		
Taste/Smell	10	High Jump	1.67 ft		

* +2 from 'Combat Reflexes'

HP 4, 0, -14, -28, -42, -56, -70 FP 3, 0, -12

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 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	39 lb	78 lb	117 lb	234 lb	390 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	1*	0	—	—
Neck	0	0	—	—	Arms	1*	0	8	—
Skull	2	0	—	—	Hands	0	0	5	—
Face	0	0	—	—	Legs	1*	0	8	—
Torso	1*	0	—	—	Feet	2*	0	5	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +2* / +4†	
* Unappealing: +2 from 'Appearance'	
† Appealing: +4 from 'Appearance'	
Status: +0	
Other: +0‡	
‡ Cond. +2 from 'Sense of Duty (The Rest of the Crew)' when in dangerous situations if Sense of Duty is known, Cond. +4 from 'Good With Mechanical Devices' when observed in action by other mechanics	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English	Accented	Literate	[4]
German	Broken	Semi-Lit.	[2]
Swedish (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Appearance (Handsome)	[12]
Combat Reflexes	[15]
Good With Mechanical Devices 4	[20]



PERKS	
Name	Pts
Improvised Weapons (Axe/Mace)	[1]

DISADVANTAGES	
Name	Pts
Gullibility (15 or less, *0.5)	[-5]
Sense of Duty (The Rest of the Crew; Small Group)	[-5]
Truthfulness (12 or less, *1)	[-5]

QUIRKS	
Name	Pts
Broad-Minded	[-1]
Dislikes Bright Light - wears sunglasses everywhere	[-1]
Likes Cute Furry Animals	[-1]
Minor Pacifism - employs minimum force	[-1]

SKILLS			
Name	Level	Relative	Pts
Airshipman/TL5+2	12	IQ+2	[4]
Armoury/TL5+2 (Small Arms)	13*	IQ+3	[1]
Axe/Mace	11	DX+0	[2]
Parry: 9			
Beam Weapons/TL5+2 (Pistol)	12	DX+1	[2]
Brawling	12	DX+1	[2]
Parry: 10			
Carousing	12	HT+0	[1]
Electrician/TL5+2	13*	IQ+3	[1]
Electronics Repair/TL5+2 (Paraplanetary)	10	IQ+0	[2]
Engineer/TL5+2 (Lighter-Than-Air)	9	IQ-1	[2]
Engineer/TL5+2 (Steam Engine)	8	IQ-2	[1]
Forced Entry	13	DX+2	[4]
Housekeeping	10	IQ+0	[1]
Lockpicking/TL5+2	9*	IQ-1	[0]
Machinist/TL5+2	14*	IQ+4	[2]
Mathematics/TL5+2 (Applied)	8	IQ-2	[1]
Mechanic/TL5+2 (Lighter-Than-Air)	14*	IQ+4	[2]
Mechanic/TL5+2 (Paraplanetary Drive)	14*	IQ+4	[2]
Mechanic/TL5+2 (Steam Engine)	14*	IQ+4	[2]
Navigation/TL5+2 (Air)	9	IQ-1	[1]
Survival (Arctic)	10	Per+0	[2]

* +4 from 'Good With Mechanical Devices'

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		80
Advantages, Perks		54
Disadvantages, Quirks		-19
Skills, Techniques		35
Total Points Spent:		150
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	1d-1 cr	C	-	-	
Brawling: Bite	12	-	1d-1 cr	C	-	-	
Brawling: Kick	10	-	1d cr	C,1	-	-	
Mace (Improvised from the nearest heavy hammer or wrench)	11	9U	2d+3 cr	1	12	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Mace (Improvised from the nearest heavy hammer or wrench)	7	2d+3 cr	1	7 yd / 14 yd	1	T(1)	12	-4	-	4	
Pistol Raygun	12	2d burn, sur	2	200 yd / 1.14 mi	3	20	7	-3	1	3	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots (TL2; Free) {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	0	3 lb
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Notes: +1 to HT rolls to protect eyes. Location: eyes	40	-
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: groin, legs	40	3 lb
1	Lockpicks (TL3) {p. B289} Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	-
1	Long Coat (TL2) Usernotes: Worn with boots and ordinary clothes, counts as winter clothing.	50	5 lb
1	Mace (Improvised from the nearest heavy hammer or wrench; TL2; Free) {p. B271, B276} Description: TL:2 LC:4 \par [Mode: thrown Dam:sw+3 cr Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:12 Bulk:-4] \par [Mode:swing Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	0	5 lb
1	Mini-Tool Kit (Armoury (Small Arms); TL5+2) Notes: Allows skill use at -2 (quality).	200	4 lb
1	Mini-Tool Kit (Mechanic (Lighter-Than-Air); TL5+2) Notes: Allows skill use at -2 (quality).	200	4 lb
1	Mini-Tool Kit (Mechanic (Steam Engine); TL5+2) Notes: Allows skill use at -2 (quality).	200	4 lb
1	Multi-Tool (TL5+2) Notes: Rates as "improvised equipment" or better for most technological tasks.	50	8 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	Spare Pistol Power Cell (TL5+2)	4	8 oz

LOAD-OUTS (continued)			
Qty	Regular Load	Cost	Weight
1	Ordinary Clothes (TL0)	0	2 lb
1	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Spare Pistol Power Cell (TL5+2)	4	8 oz
Totals:		784	20.5 lb

NOTES

You were born into a family of skilled workers in Sweden who decided to migrate to America when you were a child. Once there, though, opportunities proved slightly less widespread than your family hoped, and when you came of age, you sought employment as an airship mechanic.

You enjoy the work, and your strength and skills serve you well, though your honest, open nature sometimes leads to you being exploited. Still, the small crew you've now joined have interesting prospects, if luck is with them - and fortune favours the bold, it is said.

LOAD-OUTS			
Qty	Regular Load	Cost	Weight
1	Boots (TL2) Location: feet	0	3 lb
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Location: eyes	40	-
1	Leather Jacket (TL1) Location: arms, torso	50	4 lb
1	Leather Pants (TL1) Location: groin, legs	40	3 lb
1	Lockpicks (TL3)	50	-
1	Long Coat (TL2)	50	5 lb
1	Multi-Tool (TL5+2)	50	8 oz