



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 paraplannetary 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 paraplannetary 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 Paraplannetary Network)	13	IQ+0	[1]
Beam Weapons/TL5+2 (Pistol)	13	DX+2	[4]
Brawling	13	DX+2	[4]
Parry: 10			
Carousing	13	HT+1	[2]
Diplomacy	11*	IQ-2	[1]
Electronics Operation/TL5+2 (Paraplannetary)	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]
Shiphhandling/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} Description: TL:5+1 Notes: Gives Telescopic Vision 2, with an extra +1 when zooming in.	150	3 lb

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	

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	
<p>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.</p> <p>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.</p>	

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	

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