



Name: Oskar Wieckowski  
 Race: Human  
 Appearance: Tracksuit man.

Player: Jedius  
 Ht: 175 Wt: 68 Age: 26 Spent: 150  
 Unspent: 3

CHARACTER SHEET

<b>ST</b> 12 [ 20]	<b>HP</b> 12 [ 0]	<b>Basic Speed</b> 5.25 [ 0]
<b>DX</b> 11 [ 20]	<b>Will</b> 13 [ 0]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 13 [ 60]	<b>Per</b> 13 [ 0]	<b>BL</b> 29 lb (STxST)/5
<b>HT</b> 10 <sup>[1]</sup> [ 0]	<b>FP</b> 10 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+2

[1] Cond. +1 from 'Fit', Cond. +6 from 'Sleeping Bag, Insulated' when resisting freezing

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 11 <sup>[1]</sup>
Hearing 13	Fright Check 15 <sup>[2]</sup>	High Jump 1.92 ft
Touch 13	Consciousness 11 <sup>[1]</sup>	Broad Jump 2.67 yd

[1] +1 from 'Fit' [2] +2 from 'Combat Reflexes'

PARRY		PARRY		BLOCK		DODGE		OTHER	
9 <sup>[1]</sup>		10 <sup>[1]</sup>		6 <sup>[1]</sup>		9 <sup>[1]</sup>			
Two-Handed Axe/Mace		Brawling		DX					
<b>Loc.</b>	<b>DR</b>	<b>DB</b>	<b>HP</b>	<b>#</b>	<b>Loc.</b>	<b>DR</b>	<b>DB</b>	<b>HP</b>	<b>#</b>
Eyes	15	0	2	—	Groin	12/4*	0	—	—
Neck	12/4*	0	—	—	Arms	12/4*	0	7	—
Skull	20	0	—	—	Hands	8/2*	0	5	—
Face	15	0	—	—	Legs	12/4*	0	7	—
Torso	12/4*	0	—	—	Feet	12/6	0	5	—

[1] +1 from 'Combat Reflexes'

LIFTING FEATS					
Name	1-Hand Lift <sup>[1]</sup>	2-Hand Lift <sup>[2]</sup>	Shove / Over <sup>[3]</sup>	Carry on Back <sup>[4]</sup>	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

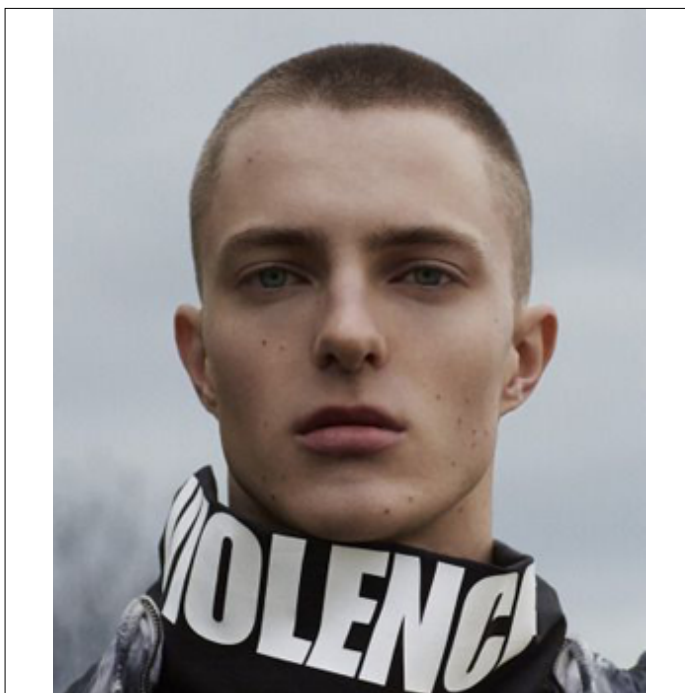
[1] Takes 2 seconds to complete [2] Takes 4 seconds to complete [3] Double with a running start [4] Lose 1 FP/sec while over X-Hvy enc.

ENCUMBRANCE TABLE					
Name	None	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 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

REACTION MODIFIERS	
Appearance: +1	+1 from 'Appearance'
Status: -1	-1 from 'Status'
Other: +1	+1 from 'Charisma', Cond. -2 from 'On the Edge' when people witness behavior, Cond. +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, Cond. +1 from 'Merchant' when buying or selling, Cond. +2 from 'Mad Oscar' when Mad Maxing, Cond. -2 from 'Social Stigma (Minority Group)', Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs, Cond. -1 from 'Stubbornness'

CULTURAL FAMILIARITIES	
Name	Pts
Poland (Native)	[ 0]

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



ADVANTAGES	
Name	Pts
Ally (Imouto) (25% of starting points) (9 or less) {p. B36, P41}	[ 1]
Appearance (Attractive) {p. B21}	[ 4]
Charisma 1 {p. B41}	[ 5]
Combat Reflexes {p. B43}	[ 15]
Fit {p. B55}	[ 5]
Gizmo 1 {p. B58}	[ 5]
High Manual Dexterity 2 {p. B59}	[ 10]
Improvised Weapons (Two-Handed Axe/Mace) {p. MA50, PU2:6}	[ 1]
Mad Oscar 2 {p. B89}	[ 10]
Signature Gear (Rusalka) 4 {p. B85}	[ 4]
SINless	[ 0]
Zeroed {p. B100}	[ 10]
Social Stigma (Minority Group) {p. B155}	[ -10]
Unfazeable {p. B95}	[ 15]

DISADVANTAGES	
Name	Pts
Addiction (Tobacco) (Cheap) (Highly addictive; Legal) {p. B122}	[ -5]
Careful {p. B164}	[ -1]
Charitable (15 or less) {p. B125}	[ -7]
Curious (15 or less) {p. B129}	[ -2]
Dependent (Imouto) (No more than 25%) (9 or less; Loved one) {p. B131, SU68}	[ -20]
Expression (No i ze ten) {p. B164}	[ -1]
Forgetful {p. SU33}	[ -1]
Hidebound {p. B138}	[ -5]
Horrible Hangovers {p. B165}	[ -1]
Impulsiveness (12 or less) {p. B139}	[ -10]
On the Edge (12 or less) {p. B147}	[ -15]
Overconfidence (12 or less) {p. B148}	[ -5]
Pacifism (Cannot Harm Innocents) {p. B148}	[ -10]

DISADVANTAGES (continued)	
Name	Pts
Post-Combat Shakes (12 or less) {p. B150}	[ -5 ]
Selfless (15 or less) {p. B153}	[ -2 ]
Status -1 {p. B28}	[ -5 ]
Stubbornness {p. B157}	[ -5 ]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	11	DX+0	[ 4 ]
Acting {p. B174}	13	IQ+0	[ 2 ]
Armoury/TL9 (Vehicular Armor) {p. B178}	14	IQ+1	[ 1 ]
<small>+2 from 'Mad Oscar'</small>			
Arms/TL9 {p. B208}	9	DX-2	[ 0 ]
<small>Parry: 7</small>			
Bicycling {p. B180}	11	DX+0	[ 1 ]
Brawling {p. B182}	12	DX+1	[ 2 ]
<small>Parry: 10</small>			
Camouflage {p. B183}	13	IQ+0	[ 1 ]
Carousing {p. B183}	10	HT+0	[ 1 ]
Cartography/TL9 {p. B183}	12	IQ-1	[ 1 ]
Climbing {p. B183}	10	DX-1	[ 1 ]
Computer Hacking/TL9 {p. B184}	11	IQ-2	[ 2 ]
Computer Operation/TL9 {p. B184}	13	IQ+0	[ 1 ]
Computer Programming/TL9 {p. B184}	11	IQ-2	[ 1 ]
Driving/TL9 (Automobile) {p. B188}	16	DX+5	[ 12 ]
<small>+2 from 'Mad Oscar'</small>			
Driving/TL9 (Halftrack) {p. B188}	12	DX+1	[ 0 ]
<small>+2 from 'Mad Oscar'</small>			
Driving/TL9 (Tracked) {p. B188}	12	DX+1	[ 0 ]
<small>+2 from 'Mad Oscar'</small>			
Electronics Operation/TL9 (Security) {p. B189}	12	IQ-1	[ 1 ]
Escape {p. B192}	9	DX-2	[ 1 ]
Fast-Talk {p. B195}	12	IQ-1	[ 1 ]
<small>Cond. +1 from 'Charisma' when making Influence rolls</small>			
First Aid/TL9 (Human) {p. B195}	13	IQ+0	[ 1 ]
<small>Cond. +1 from 'First Aid Kit'</small>			
Games (Virtual Racing Games) {p. B197}	14	IQ+1	[ 2 ]
Gunner/TL9 (Machine Gun) {p. B198}	14	DX+3	[ 2 ]
<small>+2 from 'Mad Oscar'</small>			
Guns/TL9 (Pistol) {p. B198}	11	DX+0	[ 1 ]
Holdout {p. B200}	12	IQ-1	[ 1 ]
Housekeeping {p. B200}	13	IQ+0	[ 1 ]
Intimidation {p. B202}	13	Will+0	[ 2 ]
<small>Cond. +1 from 'Charisma' when making Influence rolls</small>			
Jumping {p. B203}	11	DX+0	[ 1 ]
Leadership {p. B204}	14	IQ+1	[ 2 ]
<small>+1 from 'Charisma'</small>			
Lockpicking/TL9 {p. B206}	13	IQ+0	[ 2 ]
<small>Cond. +2 from 'High Manual Dexterity' when performing DX-based tasks</small>			
Mechanic/TL9 (Automobile) {p. B207}	14	IQ+1	[ 1 ]
<small>+2 from 'Mad Oscar', Cond. +2 from 'High Manual Dexterity' when performing fine DX-based tasks</small>			
Mechanic/TL9 (Helicopter) {p. B207}	14	IQ+1	[ 1 ]
<small>+2 from 'Mad Oscar', Cond. +2 from 'High Manual Dexterity' when performing fine DX-based tasks</small>			
Merchant {p. B209}	12	IQ-1	[ 1 ]
Observation {p. B211}	13	Per+0	[ 2 ]
Piloting/TL9 (Helicopter) {p. B214}	10	DX-1	[ 1 ]
Running {p. B218}	9	HT-1	[ 1 ]
Savoir-Faire (Mafia) {p. B218}	13	IQ+0	[ 1 ]
<small>Cond. +1 from 'Charisma' when making Influence rolls</small>			
Scrounging {p. B218}	13	Per+0	[ 1 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Search {p. B219}	12	Per-1	[ 1 ]
Sleight of Hand {p. B221}	10	DX-1	[ 2 ]
<small>Cond. +2 from 'High Manual Dexterity' when performing DX-based tasks</small>			
Stealth {p. B222}	11	DX+0	[ 2 ]
Streetwise {p. B223}	14	IQ+1	[ 4 ]
<small>Cond. +1 from 'Charisma' when making Influence rolls</small>			
Throwing {p. B226}	11	DX+0	[ 2 ]
Traps/TL9 {p. B226}	12	IQ-1	[ 1 ]
Two-Handed Axe/Mace {p. B208}	12	DX+1	[ 4 ]
<small>Parry: 9</small>			
Typing {p. B228}	11	DX+0	[ 1 ]
Urban Survival {p. B228}	12	Per-1	[ 1 ]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[	100]
Advantages, Perks	[	75]
Disadvantages, Quirks	[	-100]
Skills, Techniques	[	75]
<b>Total Points Spent:</b>		<b>150</b>
<b>Unspent Points:</b>		<b>3</b>

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	12	10	1d-2 cr	C	-	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Baseball Bat	9	8U	1d+3 cr	1	8	2	4	
Baseball Bat (Two-Handed)	12	10	1d+4 cr	1	7†	2	4	

**Parry "U":** The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).  
**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Auto Pistol, 9mm (TL 9)	11	2d+2 pi	2	150 yd / 1.08 mi	3	18+1(3)	9	-2	2	2	3	[1]
HMG, .50	14	13d+1 pi+	6	1.02 mi / 4.2 mi	8!	100(5)	20M†	-8	2	116	1	[5]
Molotov Cocktail	11	spec. (1 yd.)	-	42 yd	-	-	-	-	-	1	3	[1,3]

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.  
**ST "M":** The weapon is usually mounted in a vehicle or gun carriage, or on a tripod. *Ignore* the listed ST and Bulk when firing the weapon from its tripod or mount; they only apply when firing the weapon *without* its mount. Removing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers.  
**RoF "I":** The weapon can *only* fire on "full auto," like many machine guns. *Minimum* RoF is 1/4 the listed RoF (round up).

SLAM TABLE			
Mvmt.	1-2	3-4	5-6
Dmg.	1d-3	1d-2	1d-1

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (TL 9; TL9) Description: TL:9 LC:4 DR:12/6 Notes: [3,6] DR increases with TL. After the TL of introduction, consult the table on p. B285. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [3,6] Location: feet	150	3 lb
1	Auto Pistol, 9mm (TL 9; TL9) Description: TL:9 LC:3 Damage:2d+2 pi Acc:2 Range:150/1900 RoF:3 Shots:18+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes: [1] Includes "smartgun" electronics (see p. B278). Notes: [1]	800	2 lb
2	Auto Pistol, 9mm (TL 9, Ammunition; TL9)	28	1.4 lb
1	Backpack, Small (TL1) Description: TL:1 Notes: Holds 40 lbs. of gear.	60	3 lb
1	Ballistic Gloves (TL 9; TL9) Description: TL:9 LC:4 DR:8/2" Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [1,2,3] Location: hands	30	-
1	Ballistic Helmet (TL 9; TL9) Description: TL:9 LC:3 DR:18 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [3] Location: skull	250	3 lb
1	Ballistic Helmet Visor (TL 9; TL9) Description: TL:9 LC:3 DR:15 Notes: [3,8] DR increases with TL. After the TL of introduction, consult the table on p. B285. Provides Protected Vision. Notes: [3,8] Location: eyes, face	100	3 lb
1	Ballistic Suit (TL 9; TL9) Description: TL:9 LC:3 DR:12/4" Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [1,2,3] Location: body, limbs	1000	6 lb
2	Bandages (TLVar.) Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	20	4 lb
1	Baseball Bat (TL6)	80	2 lb
1	Baseball Bat (Two-Handed) (TL6)	80	2 lb

EQUIPMENT (continued)				
Qty	Item	Cost	Weight	
4	Batteries (TL6) Description: TL:6	4	-	
1	Canteen (TL5) Description: TL:5 Notes: Holds 1 quart of liquid.	10	1 lb	
1	CASH (TL9)	341	-	
1	Cell Phone (TL8) Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.	250	4 oz	
1	Computer, Laptop (TL8) Description: TL:8 Notes: Modem plugs into phone. 2hrs.	1500	3 lb	
1	Crowbar, 3' (TL2) Description: TL:2 Notes: Treat as small mace in combat, at -1 to skill.	20	3 lb	
1	Cutting Torch (TL6) Description: TL:6 Notes: 1d+3(2) burn per second. Each gas bottle gives 30 seconds of cutting.	500	30 lb	
3	Cutting Torch Gas Bottle (TL6) Description: TL:6 Notes: Each gas bottle gives 30 seconds of cutting.	150	45 lb	
1	Ear Muffs (TL6) Description: TL:6 Notes: Block loud noises (e.g., gunshots). Gives Protected Hearing.	200	1 lb	
1	First Aid Kit (TLVar.) Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb	
1	Flashlight, Heavy (TL6) Description: TL:6 Notes: 30' beam. 5hrs.	20	1 lb	
1	Flashlight, Mini (TL7) Description: TL:7 Notes: 15' beam. 1hr.	10	4 oz	
6	Gasoline (per gallon; TL6) Description: TL:6	9	36 lb	
1	GPS Receiver (TL8) Description: TL:8 Notes: Satellite-updated, grants Absolute Direction (Requires Signal). 24hrs.	200	3 lb	
1	HMG, .50 (TL6) Description: TL:6 LC:1 Damage:13d+1 pi+ Acc:6 Range:1800/7400 RoF:8! Shots:100(5) ST:20M† Bulk:-8 Rcl:2 Skill:Gunner (Machine Gun) Notes: [5] Detachable tripod weighs an extra 44lbs. Notes: [5]	14000	116 lb	
1	HMG, .50 (Ammunition; TL6)	640	32 lb	
1	Holster, Shoulder (TL5) Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw.	50	1 lb	
1	Knitting Needles (TL3) Description: TL:3 Notes: Per pair.	5	-	
1	Lockpicks (TL3) Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	-	
4	Matches (TL6) Description: TL:6 Notes: Starts fires. Box of 50, waterproof.	6	-	
1	Mini-Recorder, Digital (TL8) Description: TL:8 Notes: As above, but without the tape!	30	8 oz	

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	<b>Molotov Cocktail (TL6)</b> Description: TL:6 LC:3 Dam:spec. Fuse:spec. Notes: [1,3] A glass bottle filled with gasoline, lit by a burning rag. See Molotov Cocktails and Oil Flasks (p. B411). Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! The bottle shatters on impact. Notes: [1,3]	2	1 lb
1	<b>Ordinary Clothes (Status +0; TLO)</b> 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.	120	2 lb
1	<b>Personal Basics (TLO)</b> 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
1	<b>Portable Mechanic Tool Kit (TL5)</b> Description: TL:5 Notes: Basic equipment for Mechanic skill.	600	20 lb
1	<b>Rusalka (TL9; Signature Gear; Multiplied Cost (+100))</b> Usernotes: (page B464) TL:7 Skill:Driving/TL (Automobile) ST/HP:60 Hnd/SR:0/4 HT:11f Move:4/45* Lwt:2.1 Load:0.6 SM:+3 Occ:1+3 DR:30/20 Range:500 Locations: 4W	60000	-
1	<b>Saw (TLO)</b> Description: TL:0 Notes: A lumberjack's tool, not a carpentry saw.	150	3 lb
1	<b>Sedan (TL 6; TL6)</b> Description: TL:6 Skill:Driving/TL (Automobile) ST/HP:46 Hnd/SR:0/4 HT:10f Move:3/30* Lwt:1.3 Load:0.5 SM:+3 Occ:1+3 DR:5 Range:360 Locations: G4W	8000	-
2	<b>Sleeping Bag, Insulated (TL7)</b> Description: TL:7 Notes: +3 HT to resist freezing.	200	30 lb
1	<b>Transistor Radio (TL7)</b> Description: TL:7 Notes: Receive-only, picks up radio stations. 8hrs.	15	8 oz
1	<b>Wheelbarrow (TL2)</b> Description: TL:2 Notes: Holds 350lbs Divide effective weight of load by 5.	60	18 lb
1	<b>Whetstone (TL1)</b> Description: TL:1 Notes: For sharpening tools and weapons.	5	1 lb
1	<b>Winter Clothes (Status +0; TLO)</b> Description: As Ordinary Clothes, but heavier. Includes a hat or hood, boots, and (at TL6 or less) furs. 30% of cost of living; 4lbs.	180	4 lb
1	<b>Wristwatch (TL6)</b> Description: TL:6	20	-