



CHARACTER SHEET

Name John Bear-Heart

Player Indian Brave

Point Total 175

Ht 6'3"

Wt 240

Size Modifier 0 Age 24

Unspent Points 0

Appearance Stocky, ruddy skin, long black hair, deep brown eyes

ST	13	[30]	HP	13	CURRENT	[0]
DX	13	[60]	Will	11		[5]
IQ	10	[0]	Per	12		[10]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written
English	(Accented)	[2]
Sioux (Native Language)	(Native)	(Native) [0]

DR	0	TL: 2 [0]
Cultural Familiarities		

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6 [-5] BASIC MOVE 6 [0]

PARRY	12	Reaction Modifiers Appearance: Status: +0 Other: -4; <i>Includes:</i> -2 from 'Bully', -2 from 'Delusion ("No white men really hate Indians; they're just jealous of us.")' Conditional: -2 from 'Social Stigma (Minority Group)', +3 from 'Outdoorsman'
Bow		
BLOCK	11	
Shield (Shield)		

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 6	Dodge 10
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Outdoorsman 3	[30]
Weapon Master (Sioux Weaponry (Bow, Spear, Club, Shield)) (a small class of weapons)	[30]
DISADVANTAGES AND QUIRKS	
Bully (12 or less)	[-10]
Delusion ("No white men really hate Indians; they're just jealous of us.") (Major)	[-10]
Jealousy	[-10]
Low TL -3	[-15]
Social Stigma (Minority Group)	[-10]
Vow (Help those too weak to help themselves) (Major)	[-10]
Wealth (Poor)	[-15]

Name	Level	Relative Level
Area Knowledge (Colorado)	11	IQ+1 [2]
Axe/Mace	15	DX+2 [8]
Parry: 11		
Bow	16	DX+3 [12]
Parry: 12		
Brawling	15	DX+2 [4]
Parry: 11		
Camouflage	13	IQ+3 [1]
Fast-Draw (Arrow)	16	DX+3 [4]
Fishing	15	Per+3 [1]
Leadership	10	IQ+0 [2]
Mimicry (Animal Sounds)	12	IQ+2 [2]
Mimicry (Bird Calls)	12	IQ+2 [2]
Naturalist (Earth)	12	IQ+2 [2]
Riding (Equines)	13	DX+0 [2]
Shield (Shield)	14	DX+1 [2]
Block: 11		
Spear	11	DX-2 [0]
Parry: 9		
Stealth	13	DX+0 [2]
Survival (Plains)	14	Per+2 [1]
Thrown Weapon (Axe/Mace)	14	DX+1 [2]
Tracking	14	Per+2 [1]
Wrestling	13	DX+0 [2]
Parry: 10		
Techniques		
Instant Shot 1 (Bow)	16	[6]



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HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d cr	C	15 (11)			
	Bite	1d cr	C	15 (No)			
	Kick	1d+1 cr	C,1	13 (No)			
1	Knobbed Club	2d+5 cr	1	15 (11U)10	[1]	35	3
1	Small Shield					40	8
	Bash	1d+1 cr	1	14 (No)	[2,3,4]		
	Rush	slam+1 cr	1	14 (No)	[2,3,4]		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Knobbed Club	2d+3 cr	1	13 / 20	1	T(1)	14	10	-3		4		35	3
1	Longbow (ST 13)	1d+4 imp	3	195 / 260	1	1(2)	16	11†	-8		4	[3]	200	3

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[120]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[77]
Disadvantages/Quirks	[-80]
Skills/Techniques	[58]
Other	[]