



CHARACTER SHEET

Name Julie Adams

Player Huckster

Point Total 175

Ht 5'4" Wt 110

Size Modifier 0 Age 27

Unspent Points 0

Appearance Medium blonde hair, green eyes, slim, "elfin" features

ST	9	[-10]	HP	11	<small>CURRENT</small>	[4]
DX	12	[40]	Will	12		[10]
IQ	13	[60]	Per	13		[15]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

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

DR 0	TL: 5 Cultural Familiarities	[0]
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BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6 [5] BASIC MOVE 6 [0]

PARRY 9 Brawling	Reaction Modifiers Appearance: Status: +0 Other: +1; <i>Includes:</i> +1 from 'Charisma' Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
BLOCK 7 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 6	Dodge 9
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 5

Name	Level	Relative Level	
Area Knowledge (Colorado)	13	IQ+0	[1]
Brawling	13	DX+1	[2]
Parry: 9			
Detect Lies	13	Per+0	[4]
Fast-Talk	14	IQ+1	[4]
Gambling	13	IQ+0	[1]
Guns/TL5 (Pistol)	14	DX+2	[4]
Hidden Lore (The Weird West)	13	IQ+0	[2]
Interrogation	13	IQ+0	[2]
Lockpicking/TL5	12	IQ-1	[1]
Occultism	13	IQ+0	[2]
Public Speaking	14	IQ+1	[2]
Riding (Equines)	11	DX-1	[1]
Shadowing	13	IQ+0	[2]
Stealth	12	DX+0	[2]
Streetwise	12	IQ-1	[1]
Writing	12	IQ-1	[1]

ADVANTAGES AND PERKS	
Charisma 1	[5]
Danger Sense	[15]
Magery 2	[20]
Magery 0	[5]
DISADVANTAGES AND QUIRKS	
Code of Honor (Professional)	[-5]
Curious (12 or less)	[-5]
Impulsiveness (12 or less)	[-10]
Obsession (Uncover the TRUTH) (Long-Term Goal) (12 or less)	[-10]
Overconfidence (12 or less)	[-5]
Wealth (Struggling)	[-10]
Xenophilia (12 or less)	[-10]



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HAND WEAPONS					Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	
	Brawling					
	Punch	1d-3 cr	C	13 (9)		
	Bite	1d-3 cr	C	13 (No)		
	Kick	1d-2 cr	C,1	11 (No)		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Derringer, .41	1d pi+	1	80 / 650	1	2(3i)	14	9	-1	2	3		100	.5

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		Location	Cost	Weight
Qty	Item			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[134]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[47]
Disadvantages/Quirks	[-55]
Skills/Techniques	[49]
Other	[]