



CHARACTER SHEET

Name Timothy Adamson

Player Huckster

Point Total 175

Ht 5'10"

Wt 185

Size Modifier 0 Age 31

Unspent Points 0

Appearance Short brown hair, hazel eyes, tanned skin, always smiling

<b>ST</b>	10	[ 0 ]	<b>HP</b>	12	<small>CURRENT</small>	[ 4 ]
<b>DX</b>	12	[ 40 ]	<b>Will</b>	12		[ 10 ]
<b>IQ</b>	12	[ 40 ]	<b>Per</b>	12		[ 10 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	<small>CURRENT</small>	[ 0 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>	
English (Native Language)	(Native)	(Native)	[ 0 ]

<b>DR</b>	<b>TL: 5</b>	[ 0 ]
0	<b>Cultural Familiarities</b>	

BASIC LIFT 20      DAMAGE Thr 1d-2      Sw 1d  
 BASIC SPEED 6 [ 0 ]      BASIC MOVE 6 [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
9	<b>Appearance: +1/+1</b>
<b>DX</b>	<i>Unappealing Includes: +1 from 'Appearance'</i>
<b>BLOCK</b>	<i>Appealing Includes: +1 from 'Appearance'</i>
7	<b>Status: +0</b>
<b>DX</b>	<b>Other: +1; Includes: +1 from 'Charisma'</b>
	<i>Conditional: -1 from 'Compulsive Gambling'</i>

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	6	Dodge	9
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	5

SKILLS			
Name	Level	Relative Level	
Acting	13	IQ+1	[ 4 ]
Detect Lies	12	Per+0	[ 4 ]
Fast-Talk	13	IQ+1	[ 4 ]
Gambling	14	IQ+2	[ 2 ]
Guns/TL5 (Pistol)	12	DX+0	[ 1 ]
Hidden Lore (The Weird West)	11	IQ-1	[ 1 ]
Innate Attack (Projectile)	14	DX+2	[ 4 ]
Parry: 10			
Occultism	11	IQ-1	[ 1 ]
Riding (Equines)	11	DX-1	[ 1 ]
Sex Appeal (Human)	13	HT+1	[ 2 ]
Sleight of Hand	12	DX+0	[ 4 ]
Stealth	12	DX+0	[ 2 ]
Streetwise	12	IQ+0	[ 2 ]

ADVANTAGES AND PERKS	
Appearance (Attractive)	[ 4 ]
Charisma 1	[ 5 ]
Magery 4	[ 40 ]
Magery 0	[ 5 ]
Alcohol Tolerance	[ 1 ]
DISADVANTAGES AND QUIRKS	
Addiction (Tobacco) (Cheap) (Highly addictive; Legal)	[ -5 ]
Bad Back (Mild)	[ -15 ]
Compulsive Gambling (12 or less)	[ -5 ]
Gregarious	[ -10 ]
Lecherousness (12 or less)	[ -15 ]
Skinny	[ -5 ]
Wealth (Struggling)	[ -10 ]



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Timothy Adamson

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	12 (No)			
	Kick	1d-2 cr	C,1	10 (No)			
	Punch	1d-3 cr	C	12 (9)			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Revolver, .36	2d-1 pi	1	120 / 1300	1	6(3i)	12	10	-2	2	3		150	2.5

**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**

Qty	Item	Location	Cost	Weight

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 124 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 55 ]
Disadvantages/Quirks	[ -65 ]
Skills/Techniques	[ 61 ]
Other	[ ]