



CHARACTER SHEET

Name "Levi" (Leviathan)
 Ht 5'11" Wt 150 Size Modifier 0 Age 8
 Appearance Curly long red hair, yellow eyes, pale skin, slim

Point Total 400
 Unspent Points 0

ST	16	[60]	HP	19	<small>CURRENT</small>	[6]
DX	13	[60]	Will	13		[0]
IQ	13	[60]	Per	15		[10]
HT	14	[40]	FP	14	<small>CURRENT</small>	[0]

BASIC LIFT 51 DAMAGE Thr 1d+1 Sw 2d+2
 BASIC SPEED 7 [5] BASIC MOVE 7 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 51	BM x 1 7	Dodge 11
Light (1) = 2 x BL 102	BM x 0.8 5	Dodge - 1 10
Medium (2) = 3 x BL 153	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 306	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 510	BM x 0.2 1	Dodge - 4 7

ADVANTAGES AND PERKS

Ambidexterity	[5]
BIO: Cerebral-Motor Multitasking 1	[28]
BIO: Eagle Eyes 3	[12]
BIO: Epidermal Resilience 3	[9]
BIO: Ocular Adaptability 1	[9]
Bioenhancement Talent 2	[10]
Combat Reflexes	[15]
Dual Shooting (SMG)	[5]
Fearlessness 1	[2]
High Pain Threshold	[10]
Luck	[15]
Peripheral Vision	[15]
Zeroed	[10]

DISADVANTAGES AND QUIRKS

Clueless	[-10]
Gullibility (12 or less)	[-10]
Loner (12 or less)	[-5]
Low Self-Image	[-10]
Obsession (Rid the world of monsters) (9 or less)	[-15]
Odious Personal Habit (Refuses to make eye contact) -1	[-5]
Unusual Biochemistry	[-5]
Wealth (Struggling)	[-10]
Attractive, but creepy (+2 to be remembered)	[-1]
Evil Knieval complex - somewhat self-destructive	[-1]
Likes cats	[-1]
Mildly paranoid - has trust issues	[-1]
Scent changes by mood (+2 to read emotions)	[-1]

Languages	Spoken	Written

DR 0 +3	TL: 8 Cultural Familiarities	[0]
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PARRY	Reaction Modifiers
11 Brawling	Appearance: Status: +0
BLOCK 8 DX	Other: -2; Includes: -2 from 'Clueless' Conditional: -1 from 'Odious Personal Habit (Refuses to make eye contact)' when people notice your problem

SKILLS

Name	Level	Relative Level
Acrobatics	12	DX-1 [2]
Area Knowledge (Waco)	13	IQ+0 [1]
Autohypnosis	13	Will+0 [4]
Biology/TL8	13	IQ+0 [8]
Body Control	14	HT+0 [8]
Bow	14	DX+1 [4]
Brawling	14	DX+1 [2]
Parry: 11		
Camouflage	13	IQ+0 [1]
Chemistry/TL8	13	IQ+0 [4]
Climbing	13	DX+0 [2]
Computer Operation/TL8	13	IQ+0 [1]
Electronics Operation/TL8	14	IQ+1 [4]
(Scientific)		
First Aid/TL8	13	IQ+0 [1]
Guns/TL8 (Submachine Gun)	15	DX+2 [4]
Hazardous Materials/TL8	14	IQ+1 [4]
(Biological)		
Holdout	12	IQ-1 [1]
Intimidation	13	Will+0 [2]
Knife	15	DX+2 [4]
Parry: 10		
Lip Reading	14	Per-1 [1]
Observation	14	Per-1 [1]
Occultism	13	IQ+0 [2]
Research/TL8	12	IQ-1 [1]
Running	14	HT+0 [2]
Stealth	14	DX+1 [4]
Streetwise	13	IQ+0 [2]
Thaumatology	12	IQ-1 [4]
Theology (Voodoo)	12	IQ-1 [2]
Tracking	14	Per-1 [1]
Two-Handed Axe/Mace	14	DX+1 [4]
Parry: 11		
Urban Survival	15	Per+0 [2]
Weird Science	12	IQ-1 [4]
Wrestling	13	DX+0 [2]
Parry: 10		



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HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	Notes			
	Brawling							
	Punch	1d cr	C	14	(11)			
	Bite	1d cr	C	14	(No)			
	Kick	1d+1 cr	C,1	12	(No)			
1	Great Axe	2d+7 cut	1,2*	14	(11U)[1]	800	8	
1	Large Knife					40	1	
	swing	2d+1 cut	C,1	15	(10)			
	thrust	1d+2 imp	C	15	(10)			
1	Wooden Stake	1d+1 (0.5) imp	C	15	(10)	4	.5	

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Composite Bow												1800	4
	standard	1d+5 imp	3	360 / 450	1	1(2)	14	10†	-7		4			
	bodkin	1d+5 (2) pi	3	360 / 450	1	1(2)	14	10†	-7		4			
	willow	1d+5 cut	3	360 / 450	1	1(2)	14	10†	-7		4			
1	Large Knife	1d+2 imp	0	12.8 / 24	1	T(1)	9	6	-2		4		40	1
2	SMG, .45												1928	9.8
	AP+P	2d+2 (2) pi	3	160 / 1700	10	25+1(3)	15	8†	-4	2				
	HP+P	2d+2 (0.5) pi++	3	160 / 1700	10	25+1(3)	15	8†	-4	2				
	thermate	2d-1 pi+	3	160 / 1700	10	25+1(3)	15	8†	-4	2		[2]		
1	Wooden Stake	1d+1 (0.5) imp	0	8 / 16	1	T(1)	9	5	-2		4		4	.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
3	Available Cash		3	0
1	Basic Gear		100	1.5
5	Arrow, Bodkin (pi(2))		10	.5
5	Arrow, Standard (imp)		10	.5
5	Arrow, Willow-Leaf (cut)		10	.5
1	Boots, Reinforced	feet	75	3
1	Cell Phone		100	.5
1	Collar, Reinforced	neck	10	.5
1	Cup, Athletic	groin	20	0
1	Glasses, Ballistic	eyes	35	0
1	Gloves, Shooting	hands	50	.5
1	Grapnel		40	3
1	Hat, Leather	skull	60	.5
1	Headset, Bluetooth		50	.1
1	Leggings, Sharp-Proof	legs	100	4
1	Load-Bearing Vest (20 lbs.)		30	2
1	Radio, Pocket (2 mi.)		50	.2
1	Rope, 3/8 in. x 10 yds.		25	1.6
2	Silencer		2000	2
1	Sleeves, Sharp-Proof	arms	100	2
2	Sling		20	2
10	SMG .45, Magazine		360	0
10	SMG Ammo, AP+P		390	16
10	SMG Ammo, HP+P		260	16
10	SMG Ammo, Thermate		520	16
1	Vest, Concealable	torso	1000	2

CHARACTER NOTES
[1] Holy and silver-coated.
[2] Follow-up 1d burning damage.

POINTS SUMMARY

Attributes/Secondary Characteristics	[241]
Advantages/Perks/TL/Languages/Cultural Familiarity	[145]
Disadvantages/Quirks	[-75]
Skills/Techniques	[89]
Other	[]