



Name: Typical Special One
Race: Human
Appearance:

Player: NPC
Ht:

Wt:

Age:

Spent: 18
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5.25 [0]
DX 10 [0]	Will 11 [†] [0]	Basic Move 5 [0]
IQ 11* [20]	Per 11 [0]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d

* Cond. -1 from 'Gregarious' when in a group of four or less, Cond. -4 from 'Gregarious' when alone
† Cond. +3 from 'Fanaticism (Dr. Marshall Redgrave)' when resisting Brainwashing, Interrogation, and Mind Control

TL 7 [0]	SM +0
------------------	--------------

Vision 11	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 11	High Jump 1.67 ft
Touch 11	Consciousness 11	Broad Jump 2.33 yd

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	DR
8	8	6	8	0
DX	Brawling	DX	None	Torso

REACTION MODIFIERS	
Appearance: +1*	* +1 from 'Appearance'
Status: +0	
Other: +1 [†]	† +1 from 'Charisma', Cond. -2 from 'Social Stigma (Freak)', Cond. +3 from 'Pitiable' when you appear to be in a position of helplessness, weakness, or need

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

ADVANTAGES	
Name	Pts
Appearance (Attractive) {p. B21}	[4]
Charisma 1 {p. B41}	[5]
Independent Income 1 {p. B26}	[1]
Pitiable {p. B22}	[5]
Sensitive {p. B51}	[5]
Roll to empathize: 11 (IQ)	

DISADVANTAGES	
Name	Pts
Duty (Dr. Marshall Redgrave; 12 or less (quite often)) {p. B134}	[-10]
Fanaticism (Dr. Marshall Redgrave; Extreme) {p. B136}	[-15]
Flashbacks (Mild) {p. B136}	[-5]
Gregarious {p. B126}	[-10]
Phobia (Minor Phobia; 12 or less) {p. B148}	[-5]
Social Stigma (Freak) {p. SU31}	[-10]
Wealth (Struggling) {p. B25}	[-10]

QUIRKS	
Name	Pts
Broad-Minded {p. B164}	[-1]
Congenial {p. B164}	[-1]
Dreamer {p. B164}	[-1]
Humble {p. B164}	[-1]
Trademark (Will tell everyone about Dr. Red) {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	10	IQ-1	[1]
Area Knowledge (California) {p. B176}	11	IQ+0	[1]
Artist (Various) {p. B179}	10	IQ-1	[2]
Body Language (Human) {p. B181}	10	Per-1	[1]
Brawling {p. B182}	10	DX+0	[1]
Parry: 8			

SKILLS (continued)			
Name	Level	Relative	Pts
Carousing {p. B183}	13	HT+2	[4]
Current Affairs/TL7 (Popular Culture) {p. B186}	11	IQ+0	[1]
Dancing {p. B187}	10	DX+0	[2]
Detect Lies {p. B187}	11*	Per+0	[2]
Diplomacy {p. B187}	11 [†]	IQ+0	[4]
Hiking {p. B200}	10	HT-1	[1]
Hobby Skill (Various) {p. B200}	10	DX+0	[1]
Meditation {p. B207}	11	Will+0	[4]
Musical Instrument (Various) {p. B211}	10	IQ-1	[2]
Observation {p. B211}	10	Per-1	[1]
Panhandling {p. B212}	13 [‡]	IQ+2	[1]
Public Speaking {p. B216}	11 [§]	IQ+0	[1]
Savoir-Faire (Hippie) {p. B218}	11 [†]	IQ+0	[1]
Scrounging {p. B218}	11	Per+0	[1]
Singing {p. B220}	11	HT+0	[1]
Smuggling {p. B221}	10	IQ-1	[1]
Streetwise {p. B223}	10 [†]	IQ-1	[1]
Survival (Plains) {p. B223}	10	Per-1	[1]
Theology (Christian, Buddhist, or Hindu) {p. B226}	10	IQ-1	[2]

* +1 from 'Sensitive'
† Cond. +1 from 'Charisma' when making Influence rolls
‡ +1 from 'Charisma', +1 from 'Pitiable'
§ +1 from 'Charisma'

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[30]
Advantages, Perks	[20]
Disadvantages, Quirks	[-70]
Skills, Techniques	[38]
Total Points Spent:	18
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	10	8	1d-3 cr	C	-	-	
Brawling: Bite	10	-	1d-3 cr	C	-	-	
Brawling: Kick	8	-	1d-2 cr	C,1	-	-	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 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	8	7	6	5	4