


Portrait	Identity	Player Information	300 Points
	Name: <b>Cesar Braziel</b> Title: <b>Zeta Shooter</b> Religion: _____	Player: <b>cdowling</b> Campaign: _____ Created On: <b>Jan 4, 2014</b>	Attributes: <b>0</b> Advantages: <b>242</b> Disadvantages: <b>-50</b> Quirks: <b>0</b> Skills: <b>51</b> Spells: <b>0</b> Race: <b>0</b> Earned: <b>57</b>
Description			
Race: <b>Human</b>	Height: <b>5' 11"</b>	Hair: <b>Redhead, Wavy, Short</b>	
Gender: <b>Male</b>	Weight: <b>161 lb</b>	Eyes: <b>Blue</b>	
Age: <b>20</b>	Size: <b>+0</b>	Skin: <b>Brown</b>	
Birthday: <b>June 16</b>	TL: <b>8</b>	Hand: <b>Right</b>	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																																														
Strength (ST): <b>11</b> Dexterity (DX): <b>17</b> Intelligence (IQ): <b>11</b> Health (HT): <b>12</b> Will: <b>11</b> Fright Check: <b>11</b> Basic Speed: <b>7.25</b> Basic Move: <b>7</b> Perception: <b>11</b> Vision: <b>11</b> Hearing: <b>11</b> Taste & Smell: <b>11</b> Touch: <b>11</b> thr: <b>1d-1</b> sw: <b>1d+1</b>	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td><b>24 lb</b></td> <td><b>7</b></td> <td><b>10</b></td> </tr> <tr> <td>Light (1)</td> <td><b>48 lb</b></td> <td><b>5</b></td> <td><b>9</b></td> </tr> <tr> <td>Medium (2)</td> <td><b>72 lb</b></td> <td><b>4</b></td> <td><b>8</b></td> </tr> <tr> <td>Heavy (3)</td> <td><b>144 lb</b></td> <td><b>2</b></td> <td><b>7</b></td> </tr> <tr> <td>X-Heavy (4)</td> <td><b>240 lb</b></td> <td><b>1</b></td> <td><b>6</b></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td><b>24 lb</b></td> </tr> <tr> <td>One-Handed Lift:</td> <td><b>48 lb</b></td> </tr> <tr> <td>Two-Handed Lift:</td> <td><b>192 lb</b></td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td><b>288 lb</b></td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td><b>576 lb</b></td> </tr> <tr> <td>Carry On Back:</td> <td><b>360 lb</b></td> </tr> <tr> <td>Shift Slightly:</td> <td><b>1,200 lb</b></td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	<b>24 lb</b>	<b>7</b>	<b>10</b>	Light (1)	<b>48 lb</b>	<b>5</b>	<b>9</b>	Medium (2)	<b>72 lb</b>	<b>4</b>	<b>8</b>	Heavy (3)	<b>144 lb</b>	<b>2</b>	<b>7</b>	X-Heavy (4)	<b>240 lb</b>	<b>1</b>	<b>6</b>	Lifting & Moving Things		Basic Lift:	<b>24 lb</b>	One-Handed Lift:	<b>48 lb</b>	Two-Handed Lift:	<b>192 lb</b>	Shove & Knock Over:	<b>288 lb</b>	Running Shove & Knock Over:	<b>576 lb</b>	Carry On Back:	<b>360 lb</b>	Shift Slightly:	<b>1,200 lb</b>	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td><b>0</b></td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td><b>2</b></td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td><b>0</b></td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td><b>0</b></td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td><b>0</b></td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td><b>0</b></td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td><b>0</b></td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td><b>0</b></td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td><b>0</b></td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td><b>0</b></td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td><b>0</b></td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td><b>0</b></td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td><b>0</b></td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	<b>0</b>	3-4	Skull	-7	<b>2</b>	5	Face	-5	<b>0</b>	6-7	R. Leg	-2	<b>0</b>	8	R. Arm	-2	<b>0</b>	9-10	Torso	0	<b>0</b>	11	Groin	-3	<b>0</b>	12	L. Arm	-2	<b>0</b>	13-14	L. Leg	-2	<b>0</b>	15	Hand	-4	<b>0</b>	16	Foot	-4	<b>0</b>	17-18	Neck	-5	<b>0</b>	-	Vitals	-3	<b>0</b>	<table border="1"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td><b>12</b></td> </tr> <tr> <td>Tired:</td> <td><b>3</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Unconscious:</td> <td><b>-12</b></td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td><b>11</b></td> </tr> <tr> <td>Reeling:</td> <td><b>3</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Check #1:</td> <td><b>-11</b></td> </tr> <tr> <td>Check #2:</td> <td><b>-22</b></td> </tr> <tr> <td>Check #3:</td> <td><b>-33</b></td> </tr> <tr> <td>Check #4:</td> <td><b>-44</b></td> </tr> <tr> <td>Dead:</td> <td><b>-55</b></td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	<b>12</b>	Tired:	<b>3</b>	Collapse:	<b>0</b>	Unconscious:	<b>-12</b>	Current HP:	_____	Basic HP:	<b>11</b>	Reeling:	<b>3</b>	Collapse:	<b>0</b>	Check #1:	<b>-11</b>	Check #2:	<b>-22</b>	Check #3:	<b>-33</b>	Check #4:	<b>-44</b>	Dead:	<b>-55</b>
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Gunslinger</b>	<b>25</b>	<b>B58</b>	<b>Acrobatics</b>	<b>17</b>	<b>DX+0</b>	<b>4</b>	<b>B174</b>
<b>Luck</b> Defensive, -20%. Usable once per hour of play	<b>12</b>	<b>B66</b>	<b>Armoury/TL8 (Small Arms)</b>	<b>10</b>	<b>IQ-1</b>	<b>1</b>	<b>B178</b>
<b>Increased Dexterity 1</b>	<b>20</b>	<b>B15</b>	<b>Brawling</b>	<b>18</b>	<b>DX+1</b>	<b>2</b>	<b>B182</b>
<b>Daredevil</b>	<b>15</b>	<b>B47</b>	<b>Computer Operation/TL8</b>	<b>11</b>	<b>IQ+0</b>	<b>1</b>	<b>B184</b>
<b>Increased Dexterity 6</b>	<b>120</b>	<b>B15</b>	<b>Driving/TL8 (Automobile)</b>	<b>16</b>	<b>DX-1</b>	<b>1</b>	<b>B188</b>
<b>Increased Health 2</b>	<b>20</b>	<b>B14</b>	<b>Fast-Draw (Long Arm)</b>	<b>17</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>Increased Intelligence 1</b>	<b>20</b>	<b>B15</b>	<b>Fast-Draw (Pistol)</b>	<b>17</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>Increased Strength 1</b>	<b>10</b>	<b>B14</b>	<b>Fast-Draw/TL8 (Ammo)</b>	<b>17</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>Social Stigma (Criminal Record)</b> -1 Reaction, -2 for cops & judges	<b>-5</b>	<b>B155</b>	<b>Forced Entry</b>	<b>17</b>	<b>DX+0</b>	<b>1</b>	<b>B196</b>
<b>Duty (Zeta Cartel)</b> FR: 12, -10; Extremely Hazardous, -5.	<b>-15</b>	<b>B133</b>	<b>Guns/TL8 (Light Machine Gun)</b>	<b>18</b>	<b>DX+1</b>	<b>1</b>	<b>B198</b>
<b>Bloodlust</b> CR: 12 (Quite Often).	<b>-10</b>	<b>B125</b>	<b>Guns/TL8 (Pistol)</b>	<b>18</b>	<b>DX+1</b>	<b>1</b>	<b>B198</b>
<b>Bad Temper</b> CR: 12 (Quite Often).	<b>-10</b>	<b>B124</b>	<b>Guns/TL8 (Rifle)</b>	<b>18</b>	<b>DX+1</b>	<b>1</b>	<b>B198</b>
<b>Paranoia</b>	<b>-10</b>	<b>B148</b>	<b>Guns/TL8 (Submachine Gun)</b>	<b>19</b>	<b>DX+2</b>	<b>4</b>	<b>B198</b>
			<b>Holdout</b>	<b>12</b>	<b>IQ+1</b>	<b>4</b>	<b>B200</b>
			<b>Jumping</b>	<b>17</b>	<b>DX+0</b>	<b>1</b>	<b>B203</b>
			<b>Military Lens</b>				
			<b>Camouflage</b>	<b>14</b>	<b>IQ+3</b>	<b>8</b>	<b>B183</b>
			<b>First Aid/TL8</b>	<b>12</b>	<b>IQ+1</b>	<b>2</b>	<b>B195</b>
			<b>Knife</b>	<b>18</b>	<b>DX+1</b>	<b>2</b>	<b>B208</b>
			<b>Strategy (Land)</b>	<b>10</b>	<b>IQ-1</b>	<b>2</b>	<b>B222</b>
			<b>Survival (Desert)</b>	<b>11</b>	<b>Per+0</b>	<b>2</b>	<b>B223</b>
			<b>Survival (Mountain)</b>	<b>11</b>	<b>Per+0</b>	<b>2</b>	<b>B223</b>
			<b>Running</b>	<b>12</b>	<b>HT+0</b>	<b>2</b>	<b>B218</b>
			<b>Soldier/TL8</b>	<b>11</b>	<b>IQ+0</b>	<b>2</b>	<b>B221</b>
			<b>Stealth</b>	<b>16</b>	<b>DX-1</b>	<b>1</b>	<b>B222</b>
			<b>Throwing</b>	<b>16</b>	<b>DX-1</b>	<b>1</b>	<b>B226</b>
			<b>Wrestling</b>	<b>17</b>	<b>DX+0</b>	<b>2</b>	<b>B228</b>

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	16	No		1d-1 cr	C,1	
Natural		Kick w/Boots	16	No		1d cr	C,1	
Natural		Punch	18	12		1d-2 cr	C	
Switchblade		swing	18	No	No	1d-2 cut	C,1	5
Holdout 0.								
Switchblade		thrust	18	No	No	1d-2 imp	C	5
Holdout 0.								

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Assault Carbine, 5.56mm			18	4	4d+2 pi	750/2,900	15	30+1(3)	-4	2	9†
Auto Pistol, 9mm			18	2	2d+2 pi	160/1,800	3	17+1(3)	-2	2	8
SMG, 9mm			19	4	3d-1 pi	170/1,900	13	30+1(3)	-4	2	8†

Equipment (15.7 lb; \$3,080)		?	#	\$	W	\$	W	Ref
Assault Carbine, 5.56mm		E	1	950	7.3 lb	950	7.3 lb	ACT1:32
SMG, 9mm		E	1	1,500	6 lb	1,500	6 lb	ACT1:32
Auto Pistol, 9mm		E	1	600	1.9 lb	600	1.9 lb	ACT1:32
Switchblade		E	1	30	0.5 lb	30	0.5 lb	ACT1:33
Holdout 0.								

Notes