


Portrait	Identity	Player Information	130 Points
	Name: Mark Johnson	Player: PBS	Race: 0
	Title: _____	Campaign: Wasteland RPG	Attributes: 71
	Religion: _____	Created On: Aug 16, 2016	Advantages: 46
			Disadvantages: -20
	Description		Quirks: -2
	Race: Human	Height: 5' 9"	Eyes: Brown
	Gender: Male	Weight: 160 lb	Skin: Light Brown
	Age: 27	Size: +0	Spells: 0
	Birthday: May 13	TL: 4	Hand: Right
			Earned: 0

Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points
Strength (ST): 9	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____
Dexterity (DX): 12	None (0)	16 lb	6	10	-	Eye	-9	0	Basic FP: 11
Intelligence (IQ): 11	• Light (1)	32 lb	4	9	3-4	Skull	-7	2	Tired: 3
Health (HT): 11	Medium (2)	48 lb	3	8	5	Face	-5	0	Collapse: 0
Will: 11	Heavy (3)	96 lb	2	7	6-7	R. Leg	-2	0	Unconscious: -11
Fright Check: 13	X-Heavy (4)	160 lb	1	6	8	R. Arm	-2	1	Current HP: _____
Basic Speed: 6	Lifting & Moving Things				9-10	Torso	0	1	Basic HP: 12
Basic Move: 6	Basic Lift: 16 lb				11	Groin	-3	0	Reeling: 3
Perception: 11	One-Handed Lift: 32 lb				12	L. Arm	-2	1	Collapse: 0
Vision: 11	Two-Handed Lift: 128 lb				13-14	L. Leg	-2	0	Check #1: -12
Hearing: 11	Shove & Knock Over: 192 lb				15	Hand	-4	2	Check #2: -24
Taste & Smell: 11	Running Shove & Knock Over: 384 lb				16	Foot	-4	2	Check #3: -36
Touch: 11	Carry On Back: 240 lb				17-18	Neck	-5	0	Check #4: -48
thr: 1d-2 sw: 1d-1	Shift Slightly: 800 lb				-	Vitals	-3	1	Dead: -60

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Advantage	46		Area Knowledge (Las Vegas; Lived there)	12	IQ +1	2	B176
Combat Reflexes	15	B43	All important businesses, streets, citizens, leaders, etc.				
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)			Armoury (Small Arms)	11	IQ +0	2	B178
Contact (Scrapper jack)	2	B44	Axe/Mace	11	DX-1	1	B208
Effective skill (12), +1; Appears quite often (12-), x2; Somewhat reliable, x1.			Brawling	12	DX+0	1	B182
Fit	5	B55	Climbing	10	DX-1	1	B183
+1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)			Driving (Automobile)	12	DX+0	2	B188
Luck	12	B66	Fast-Draw (Pistol)	13	DX+1	1	B194
Defensive, -20%. Usable once per hour of play			Fast-Talk	12	IQ +1	4	B195
Points converted to cash	7		Guns (Pistol)	15	DX+3	8	B198
Converted 5 points at character creation to \$1,400 (\$200 x 7)			Knife	12	DX+0	1	B208
Single-Minded	5	B85	Machinist	10	IQ-1	1	B206
▼ Disadvantages	-22		Default: Mechanic (Automobile) - 5				
Bad Sight (Nearsighted)	-10	B123	Mechanic (Automobile)	12	IQ +1	4	B207
Mitigator (Glasses), -60%. -6 to Vision rolls to spot items more than 1 yd away; -2 to all melee attacks; double actual distance to the target when calculating the range modifier for ranged attacks			Mechanic (Diesel Engine)	11	IQ +0	2	B207
Doesn't deal with bandits	-1		Mechanic (Heavy Wheeled)	10	IQ-1	1	B207
Insists on being paid upfront	-1		Scrounging	12	Per+1	2	B218
Insomniac (Mild)	-10	B140	Stealth	10	DX-1	1	B222
GM secretly rolls 3d for the number of days between episodes			Streetwise	10	IQ-1	1	B223

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Crowbar, 3'	Swung	9	9U	No	1d+1 cr	1	10
Large Knife	Swung	12	9	No	1d-3 cut	C,1	6

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Large Knife	Thrust	12	9	No	1d-2 imp	C	6
Natural	Kick	10	No		1d-2 cr	C,1	
Natural	Kick w/Boots	10	No		1d-1 cr	C,1	
Natural	Punch	12	10		1d-3 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Crowbar, 3'	Thrown	6	1	1d+1 cr	9/13	1	T(1)	-3		10
Large Knife	Thrown	8	+ 0	1d-2 imp	7/13	1	T(1)	-2		6

Equipment (30.5 lb; \$3,202.5)	?	#	\$	W	\$	W	Ref
▼ Backpack, Frame	E	1	100	10 lb	345	17 lb	B288
.38 ammunition	C	30	8	0.2 lb	240	6 lb	
Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	E	1	5	1 lb	5	1 lb	B288
▼ Equipment	E	1	0	0 lb	2,020	51 lb	
Boots	E	1	80	3 lb	80	3 lb	B284
Crowbar, 3'	E	1	20	3 lb	20	3 lb	B289
Large Knife	E	1	40	1 lb	40	1 lb	B272
Leather Gloves	E	1	30	0 lb	30	0 lb	B284
Leather Jacket	E	1	50	4 lb	50	4 lb	B283
Portable Tool Kit, Machinist	-	1	900	20 lb	900	20 lb	B289
Portable Tool Kit, Mechanic	-	1	900	20 lb	900	20 lb	B289
▼ Holster, Belt Fits most pistols	E	1	37.5	0.5 lb	837.5	2.5 lb	B289
Revolver, .38	C	1	800	2 lb	800	2 lb	B278

Notes
Starting funds are \$3,400 Converted 5 points into currency Item Cost = (+50% for +1 TL) Remaining funds is \$197.5