



CHARACTER SHEET

Name: Andrei Volkovich

Race: Human

Appearance: A twitchy, intellectual Russian; clean-shaven, thinning straw-coloured hair, nervous grey eyes.

Player: NPC

Ht: 5'9"

Wt: 130 lbs.

Age: 36

Spent: 146

Unspent: 54

ST 10	[0]	HP 10	[0]	Basic Speed 5.25	[0]
DX 11	[20]	Will 13	[0]	Basic Move 5	[0]
IQ 13	[60]	Per 13	[0]	BL 20 lb	(ST×ST)/5
HT 10	[0]	FP 10	[0]	Thr 1d-2	Sw 1d
TL 6	[0]	SM +0			

Vision 13	Taste/Smell 13	High Jump 1.67 ft
Hearing 13	Fright Check 13	
Touch 13	Broad Jump 2.33 yd	

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

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
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
	8		8	0
	DX		None	Torso

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: -1 from 'Callous' when past victim, or has Empathy

CULTURAL FAMILIARITIES	Pts
Orthodox (Native)	[0]
Western	[1]

LANGUAGES	Pts
English	Spoken Accented [4]
German	Spoken Broken [2]
Russian (Native)	Spoken Native [0]
Spanish	Spoken Accented [4]

ADVANTAGES	Pts
Unusual Background (Invention - the Manifestation Machine)	[25]

DISADVANTAGES	Pts
Callous	[-5]

QUIRKS	Pts
Obsessive psychotronic researcher	[-1]

SKILLS	Level	Relative	Pts
Current Affairs/TL6 (Science & Technology)	13	IQ+0	[1]
Diplomacy	11	IQ-2	[1]
Electrician/TL6	12	IQ-1	[1]
Electronics Operation/TL6 (Psychotronics)	12	IQ-1	[1]
Electronics Repair/TL6 (Psychotronics)	14	IQ+1	[4]
Engineer/TL6 (Psychotronics)	14	IQ+1	[8]
Fast-Talk	12	IQ-1	[1]
Guns/TL6 (Pistol)	11	DX+0	[1]
Mathematics/TL6 (Applied)	11	IQ-2	[1]

SKILLS (continued)	Level	Relative	Pts
Occultism	13	IQ+0	[2]
Philosophy (Marxist)	11	IQ-2	[1]
Physics/TL6	10	IQ-3	[1]
Psychology (Human)	11*	IQ-2	[1]
Weird Science	14	IQ+1	[12]
* Conditional: -3 from 'Callous' when attempting to help people			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[80]
Advantages, Perks	[36]
Disadvantages, Quirks	[-6]
Skills, Techniques	[36]
Total Points Spent:	146
Unspent Points:	54

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	11	—	1d-3 cr	C	—	—	
Kick	9	—	1d-2 cr	C,1	—	—	
Punch	11	8	1d-3 cr	C	—	—	

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
TOZ TT-33, 7.62x25mm	11	2d+2 pi-	2	180 yd / 1.14 mi	3	8+1(3)	8	-2	2	3	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Ordinary Clothes Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	TOZ TT-33, 7.62x25mm Description: TL:6 LC:3 Ammo:0.4 lb. Damage:2d+2 pi-Acc:2 Range:180/2000 RoF:3 Shots:8+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	350	2.1 lb