



Name: **Elriss**  
 Race: **Ooshoo**  
 Appearance: **Occasional burglar, seeker of odd jobs.**

Player:  
 Ht: **5' 5"** Wt: **110 lbs.** Age: **28**

Spent: **250**  
 Unspent: **0**

**CHARACTER SHEET**

<b>ST</b> 11 [ 10]	<b>HP</b> 11 [ 0]	<b>Basic Speed</b> 6.25 [ 0]
<b>DX</b> 15* [ 100]	<b>Will</b> 12 [ -5]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 13 [ 60]	<b>Per</b> 13 [ 0]	<b>BL</b> 24 lb (STxST)/5
<b>HT</b> 10 [ 0]	<b>FP</b> 10 [ 0]	Thr 1d-1 Sw 1d+1

\* Cond. +3 from 'Flexibility' when ignoring penalties for working in close quarters

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 10
Hearing 13	Fright Check 12	High Jump 2.17 ft
Touch 13	Consciousness 10	Broad Jump 3 yd

**HP** 3, 0, -11, -22, -33, -44, -55      **FP** 3, 0, -10

PARRY	PARRY	BLOCK	DODGE	OTHER
10		8	9	
Brawling		DX	None	

<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 8 HP: 0	<b>Loc. HP #</b> Eyes 2 Neck - Skull - Face - Torso - Groin - Arms 6 Hands 4 Legs 6 Feet 4 <b>Bonus DR: 0</b> <b>Bonus DB: 0</b> <b>Notes:</b>
<b>Neck</b> DR: 6 HP: 0	<b>Face</b> DR: 6 HP: 0	
<b>Torso</b> DR: 6 HP: 0	<b>Arms</b> DR: 6 HP: 0	
	<b>Hands</b> DR: 6 HP: 0	
	<b>Groin</b> DR: 6 HP: 0	
	<b>Legs</b> DR: 6 HP: 0	
	<b>Feet</b> DR: 6 HP: 0	

ADVANTAGES	
Name	Pts
Alternate Form (Alzabo) {p. B83}	[ 15]
Flexibility {p. B56}	[ 5]
Regeneration (Fast: 1HP/Min) {p. B80, P70}	[ 50]

DISADVANTAGES	
Name	Pts
Curious (12 or less) {p. B129}	[ -5]
Impulsiveness (12 or less) {p. B139}	[ -10]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	10	IQ-3	[ 1]
Brawling {p. B182}	15	DX+0	[ 1]
Parry: 10			
Climbing {p. B183}	17*	DX+2	[ 1]
Computer Operation/TL9 {p. B184}	13	IQ+0	[ 1]
Diplomacy {p. B187}	12	IQ-1	[ 2]
Electronics Operation/TL9 (Communications) {p. B189}	12	IQ-1	[ 1]
Electronics Operation/TL9 (Security) {p. B189}	12	IQ-1	[ 1]
Electronics Repair/TL9 (Computers) {p. B190}	13	IQ+0	[ 2]
Electronics Repair/TL9 (Security) {p. B190}	13	IQ+0	[ 2]
Escape {p. B192}	16*	DX+1	[ 1]
Fast-Draw (SMG) {p. B194}	15	DX+0	[ 1]
First Aid/TL9 (Cynosure) {p. B195}	13	IQ+0	[ 1]
Guns/TL9 (Submachine Gun) {p. B198}	15	DX+0	[ 1]
Lockpicking/TL9 {p. B206}	14	IQ+1	[ 4]
Mechanic/TL9 (Robot) {p. B207}	14	IQ+1	[ 4]
Research/TL9 {p. B217}	13	IQ+0	[ 2]
Stealth {p. B222}	14	DX-1	[ 1]
Streetwise {p. B223}	12	IQ-1	[ 1]
Throwing {p. B226}	14	DX-1	[ 1]
Tracking {p. B226}	12	Per-1	[ 1]

\* +3 from 'Flexibility'

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	10	1d-2 cr	C	-	-	
Skill used: Brawling							
Brawling: Bite	15	-	1d-2 cr	C	-	-	
Skill used: Brawling							
Brawling: Kick	13	-	1d-1 cr	C,1	-	-	
Skill used: Brawling-2							

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Street Sweeper SMG	15	3d pi	3	200 yd / 1.14 mi	15	30(3)	7+	-3	3	2	
Skill used: Guns (Submachine Gun)											

ST "+": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Monoweave (Subdermal; TL9) <small>Location: face, full suit, skull</small>	2000	4 lb
1	Street Sweeper SMG (TL8) <small>Description: TL:8 LC:2 Damage:4d+1 pi- Acc:3 Range:200/2000 RoF:15 Shots:20+1(3) ST:7† Bulk:-3 Rcl:2 Skill:Guns (Submachine Gun)</small>	800	3.9 lb

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1-2	3-4	5-7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
\*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm  
See also: *Harsh Realism – Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		165
Advantages, Perks		70
Disadvantages, Quirks		-15
Skills, Techniques		30
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>0</b>



Name: Joe (George) Asakura  
 Race: Human  
 Appearance: Light brown hair, blue eyes

Player: The Condor, G-2  
 Ht: 6' 0" Wt: 135 lbs. Age: 18

Spent: 375  
 Unspent: 0

CHARACTER SHEET

<b>ST</b> 14* [ 40]	<b>HP</b> 14 [ 0]	<b>Basic Speed</b> 7 [ 5]
<b>DX</b> 14 [ 80]	<b>Will</b> 14 [ 10]	<b>Basic Move</b> 7 [ 0]
<b>IQ</b> 12 [ 40]	<b>Per</b> 14 [ 10]	<b>BL</b> 39 lb (STxST)/5
<b>HT</b> 13 [ 30]	<b>FP</b> 13 [ 0]	Thr 1d+1 Sw 2d+2

\* Cond. +2 from 'Striking ST'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 14	Taste/Smell 14	Death Check 13
Hearing 14	Fright Check 16*	High Jump 3.89 yd
Touch 14	Consciousness 13	Broad Jump 16 yd

\* +2 from 'Combat Reflexes'

**HP** 4, 0, -14, -28, -42, -56, -70    **FP** 4, 0, -13

<b>PARRY</b> 12* Karate	<b>PARRY</b>	<b>BLOCK</b> 12* Cloak	<b>DODGE</b> 12† None	<b>OTHER</b>
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<b>Loc.</b>	<b>HP</b>	<b>#</b>
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

**Bonus DR:** 0  
**Bonus DB:** 0  
**Notes:**

\* +1 from 'Combat Reflexes'    † +1 from 'Combat Reflexes', +1 from 'Enhanced Dodge'

<b>Name</b>	<b>Pts</b>
_Unused Quirk 1 {p. B163}	[ -1]
_Unused Quirk 2 {p. B163}	[ -1]
_Unused Quirk 3 {p. B163}	[ -1]
_Unused Quirk 4 {p. B163}	[ -1]
_Unused Quirk 5 {p. B163}	[ -1]

<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	[ 215]
Advantages, Perks	[ 136]
Disadvantages, Quirks	[ -115]
Skills, Techniques	[ 139]
<b>Total Points Spent:</b>	<b>375</b>
<b>Unspent Points:</b>	<b>0</b>

<b>Name</b>	<b>Pts</b>
Ambidexterity {p. B39}	[ 5]
Combat Reflexes {p. B43}	[ 15]
Enhanced Dodge 1 {p. B51}	[ 15]
Flight (Gliding) {p. B56}	[ 20]
Gunslinger (Pistol) {p. B58}	[ 25]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 17 (Will+3)	
Luck {p. B66}	[ 15]
Signature Gear 1 (Pistol) {p. B85}	[ 1]
Striking ST 2 {p. B89}	[ 10]
Super Jump 2 {p. B89}	[ 20]

<b>Name</b>	<b>Pts</b>
Code of Honor (Gatchaman) {p. B127}	[ -5]
Duty (ISO; 15 or less (almost always); Extremely Hazardous) {p. B134}	[ -20]
Enemy (Galactor; medium-sized group, some formidable or super-human; 12 or less) {p. B135}	[ -60]
Impulsiveness (12 or less) {p. B139}	[ -10]
Pacifism (Cannot Harm Innocents) {p. B148}	[ -10]
Sense of Duty (Gatchaman; Small Group) {p. B153}	[ -5]

<b>Name</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
Acrobatics {p. B174}	13	DX-1	[ 2]
Aerobatics {p. B174}	13	DX-1	[ 2]
Armoury/TL9 (Small Arms) {p. B178}	13	IQ+1	[ 4]
Climbing {p. B183}	14	DX+0	[ 2]
Cloak {p. B184}	16	DX+2	[ 8]
Block: 12			
Computer Operation/TL3 {p. B184}	13	IQ+1	[ 2]
Detect Lies {p. B187}	14	Per+0	[ 4]
Driving/TL3 (Automobile) {p. B188}	16	DX+2	[ 8]
Electronics Operation/TL3 (Sensors) {p. B189}	13	IQ+1	[ 4]
Electronics Repair/TL3 (Sensors) {p. B190}	13	IQ+1	[ 4]
Escape {p. B192}	14	DX+0	[ 4]
Explosives/TL3 (Demolition) {p. B194}	14	IQ+2	[ 8]
Fast-Draw (Pistol) {p. B194}	16*	DX+2	[ 2]
First Aid/TL3 (Human) {p. B195}	14	IQ+2	[ 4]
Intimidation {p. B202}	15	Will+1	[ 4]
Judo {p. B203}	14	DX+0	[ 4]
Parry: 11			
Jumping {p. B203}	15	DX+1	[ 2]
Karate {p. B203}	16	DX+2	[ 12]
Parry: 12			
Mechanic/TL3 (Automobile) {p. B207}	15	IQ+3	[ 12]
Pistol/TL3 {p. B198}	16	DX+2	[ 4]
Scrounging {p. B218}	16	Per+2	[ 4]
Search {p. B219}	14	Per+0	[ 2]
Shadowing {p. B219}	14	IQ+2	[ 8]
Stealth {p. B222}	15	DX+1	[ 4]
Throwing {p. B226}	15	DX+1	[ 4]
Tracking {p. B226}	14	Per+0	[ 2]
Traps/TL3 {p. B226}	14	IQ+2	[ 8]
Whirlwind Attack {p. B175}	16	DX+2	[ 8]

\* +1 from 'Combat Reflexes'

<b>Name</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
Kicking (Karate) {p. MA75, B231}	16	def+2	[ 3]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	14	-	1d cr	C	-	-	
Karate: Punch <i>Skill used: Karate</i>	16	12	1d+2 cr	C	-	-	
Karate: Kick <i>Skill used: Kicking (Karate)</i>	16	-	1d+3 cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Exploding Jacks <i>Skill used: Throwing</i>	15	1d ex	1	0 in / 50 yd	1	1-10	10	-	-	-	
Feather Shuriken <i>Skill used: Throwing</i>	15	1d+2 imp	2	10 yd / 25 yd	1	T	10	-	-	-	
Pistol (Multitool) <i>Skill used: Pistol</i>	16	2d pi+	2	150 yd / 1.08 mi	3	15+1(3)	9	-2	2	3	

Shots "T": The weapon is a thrown weapon.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	7 yd	5 yd	4 yd	2 yd	1 yd
Jump	28 yd	22 yd	16 yd	11 yd	5 yd
Dodge	7 yd	5 yd	4 yd	2 yd	1 yd

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE									
Mvmt.	1	2-3	4-7	8-10	11-17	18-24	25-32	33	
Dmg.	1d-3	1d-2	1d-1	1d	2d	3d	4d	5d	

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5
High	3.56 yd	4.22 yd	4.89 yd	5.56 yd	6.22 yd	6.89 yd
Broad	14.67 yd	17.33 yd	20 yd	22.67 yd	25.33 yd	28 yd
6+	7.11 yd					
	29.33 yd					



HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
\*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, New Hit Locations, p. MA137, and Hit Locations, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm  
See also: Harsh Realism – Armor Gaps, p. LT101.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: Size and Speed/Range Table, p. B550.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Bird Armor (TL9) <i>Location: arms, feet, groin, hands, legs, neck, torso</i>	0	2 lb
1	Bird Helmet (TL9) <i>Location: skull</i>	0	8 oz
1	Bird Visor (TL0) <i>Location: eyes, face</i>	0	-
10	Exploding Jacks (TL9)	0	-
1	Feather Shuriken (TL9)	0	-
1	Gatchaman Wristband (TL9)	0	-
1	Pistol (Multitool; TL8) <i>Description: TL:8 LC:3 Damage:2d pi+ Acc:2 Range:150/190 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)</i>	640	2.1 lb



Name: Dominic Ingemi  
Race: Human  
Appearance:

Player: The Psycho  
Ht: 6'0" Wt: 195

Age: 30 Spent: 225  
Unspent: 0

CHARACTER SHEET

ST 14	[ 40]	HP 14	[ 0]	Basic Speed 6	[ 0]
DX 13	[ 60]	Will 10	[ 0]	Basic Move 6	[ 0]
IQ 10	[ 0]	Per 12	[ 10]	BL 39 lb	(STxST)/5
HT 11	[ 10]	FP 11	[ 0]	Thr 1d	Sw 2d

TL 8	[ 0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 11
Hearing 12	Fright Check 12*	High Jump 2.17 ft
Touch 12	Consciousness 11	Broad Jump 3 yd

\* +2 from 'Combat Reflexes'

HP 4, 0, -14, -28, -42, -56, -70 FP 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
DX	Club	DX	None	

Eyes DR: 0 HP: 0	Skull DR: 2 HP: 0	<b>Loc. HP #</b> Eyes 2 Neck - Skull - Face - Torso - Groin - Arms 8 Hands 5 Legs 8 Feet 5 <b>Bonus DR: 0</b> <b>Bonus DB: 0</b> <b>Notes:</b>
Neck DR: 0 HP: 0	Face DR: 0 HP: 0	
Torso DR: 1* HP: 0	Arms DR: 1* HP: 0	
	Hands DR: 2* HP: 0	
	Groin DR: 1* HP: 0	
	Legs DR: 1* HP: 0	
	Feet DR: 5/2 HP: 0	

\* +1 from 'Combat Reflexes'



Name	Pts
Combat Reflexes {p. B43}	[ 15]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66}	[ 15]
Recovery {p. B80}	[ 10]

Name	Pts
Bloodlust (12 or less) {p. B125}	[ -10]
Callous {p. B125}	[ -5]
Code of Honor (Biker) {p. B127}	[ -5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[ -10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[ -30]
Social Stigma -1 (Biker) {p. B155}	[ -5]

**NOTES**  
**Arrests for:** Assault and Battery, Assault of a Police Officer, Manslaughter, Murder, Resisting Arrest, Witness Tampering

SKILLS

Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+2	[ 8]
Climbing {p. B183}	13	DX+0	[ 2]
Club {p. B208}	13	DX+0	[ 2]
Parry: 10			
Driving/TL8 (Automobile) {p. B188}	12	DX-1	[ 1]
Driving/TL8 (Motorcycle) {p. B188}	14	DX+1	[ 4]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[ 1]
Fast-Talk {p. B195}	12	IQ+2	[ 8]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[ 4]
Guns/TL8 (Pistol) {p. B198}	16	DX+3	[ 8]
Guns/TL8 (Rifle) {p. B198}	14	DX+1	[ 0]
Guns/TL8 (Shotgun) {p. B198}	14	DX+1	[ 0]
Guns/TL8 (Submachine Gun) {p. B198}	14	DX+1	[ 0]
Heraldry {p. B199}	11	IQ+1	[ 4]
Holdout {p. B200}	10	IQ+0	[ 2]
Intimidation {p. B202}	12†	Will+2	[ 8]
Karate {p. B203}	15	DX+2	[ 12]
Parry: 11			
Knife {p. B208}	15	DX+2	[ 4]
Parry: 10			
Law (local) {p. B204}	10	IQ+0	[ 4]
Lockpicking/TL8 {p. B206}	11	IQ+1	[ 4]
Mechanic/TL8 (motorcycle) {p. B207}	12	IQ+2	[ 8]
Pickpocket {p. B213}	12	DX-1	[ 2]
Savoir-Faire (OMG) {p. B218}	12	IQ+2	[ 4]
Scrounging {p. B218}	13	Per+1	[ 2]
Search {p. B219}	13	Per+1	[ 4]
Shadowing {p. B219}	12	IQ+2	[ 8]
Stealth {p. B222}	13	DX+0	[ 2]
Streetwise {p. B223}	12	IQ+2	[ 8]
Urban Survival {p. B228}	12	Per+0	[ 2]
Wrestling {p. B228}	14	DX+1	[ 4]
Parry: 11			

\* +1 from 'Combat Reflexes'

† Cond. +1 from 'Callous' when you use threats or torture

MELEE ATTACKS		Skill	Parry	Damage	Reach	ST	LC	Notes
<b>Non-Equipment based</b>								
Karate: Punch		15	11	1d+1 cr	C	-	-	
Skill used: Karate								
Karate: Kick		13	-	1d+3 cr	C,1	-	-	
Skill used: Karate-2								
<b>Equipment based</b>								
Large Knife: Swing		15	10	2d-2 cut	C,1	6	4	
Skill used: Knife								
Large Knife: Thrust		15	10	1d imp	C	6	4	[1]
Skill used: Knife								

RANGED ATTACKS		Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 7)		16	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Skill used: Guns (Pistol)												
Large Knife: Thrown		9	1d imp	-	11 yd / 21 yd	1	T(1)	6	-2	-	4	
Skill used: DX-4												

Shots "T": The weapon is a thrown weapon.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

\* Takes 2 seconds to complete  
 † Takes 4 seconds to complete  
 ‡ Double with a running start  
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Eye §	-9
5	Face	-5(f)/-7(b)	-	Ear	-7
6-7	Right Leg	-2	-	Nose	-7
8	Right Arm	-2	-	Jaw	-6
9-10	Chest*	-	-	Spine ¶	-8
11	Abdomen †	-1	-	Limb Vein/Artery**	-5
12	Left Arm	-2	-	Neck Vein/Artery**	-8
13-14	Left Leg	-2	-	Arm/Leg Joint ††	-5
15	Hand	-4	-	Hand/Foot Joint ††	-7
16	Foot	-4	-	Groin	-3
17-18	Neck	-5	-	Pelvis	-3
-	Vitals ‡	-3	-	Digestive Tract	-2

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 † Roll 1d: 1 is a vitals hit, 2-4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit  
 ‡ Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 § Only targetable by impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 \*\* Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 †† Only targetable by crushing, cutting, piercing, and tight-beam burning attacks  
 See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, New Hit Locations, p. MA137, Hit Locations, p. LT100, and Abdomen, p. LT:A19.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7; TL7) {p. B278} Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	600	2.6 lb
1	Large Knife (TL0) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	Reinforced Boots (TL7) {p. B284} Description: TL:7 LC:- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: Size and Speed/Range Table, p. B550.



Name: Milo Gardner Jr.  
Race: Halfling  
Appearance:

Player: Joe  
Ht: 3'2" Wt: 45 lbs Age: 30

Spent: 283  
Unspent: 22

CHARACTER SHEET

<b>ST</b> 8* [ 30]	<b>HP</b> 9 [ 2]	<b>Basic Speed</b> 5.75 [ 0]
<b>DX</b> 11† [ 0]	<b>Will</b> 16‡ [ 0]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 14 [ 80]	<b>Per</b> 14 [ 0]	<b>BL</b> 13 lb (STxST)/5
<b>HT</b> 12‡ [ 0]	<b>FP</b> 13 [ 3]	<b>Thr</b> 1d-3 <b>Sw</b> 1d-2

\* -5 from 'Racial ST Penalty', Cond. +1 from 'Overweight' when you resist knockback  
† +1 from 'Halfling (Fantasy)'  
‡ +2 from 'Halfling (Fantasy)'

<b>TL</b> 3 [ 0]	<b>SM</b> -2*
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\* -2 from 'Halfling (Fantasy)'

Vision 14	Taste/Smell 15*	Death Check 16†
Hearing 14	Fright Check 16	High Jump 1.67 ft
Touch 14	Consciousness 12	Broad Jump 2.33 yd

\* +1 from 'Acute Taste and Smell' † +4 from 'Hard to Kill'

**HP** 2, 0, -9, -18, -27, -36, -45 **FP** 4, 0, -13

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

\* Cond. +4 from 'Green Thumb'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	13 lb	26 lb	39 lb	78 lb	130 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

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	26 lb	104 lb	156 lb	195 lb	650 lb

\* Takes 2 seconds to complete † Double with a running start  
‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt. Dmg.	1-2	3-5	6
	1d-3	1d-2	1d-1

LOAD-OUTS			
Qty	« Gear »	Cost	Weight
1	Backpack, Small (TL1)	60	3 lb
1	Boots (TL2) Location: feet	80	3 lb
1	Cloth Armor (TL1) Location: torso, groin	30	6 lb
1	Cloth Sleeves (TL1) Location: arms	20	2 lb
3	Healing Potion (2d; TL3)	0	-
1	Leather Gloves (TL1) Location: hands	30	-
1	Leather Leggings (TL1) Location: legs	40	2 lb
1	Pouch (TL0)	10	-
1	Powerstone (Energy 2)	165	-
1	Powerstone (Energy 10)	1900	-
1	Short Bow (ST 7; TL0)	50	2 lb
1	Shortsword (TL2)	400	2 lb
1	Shoulder Quiver (TL0)	10	8 oz
1	Small Knife (TL0)	30	8 oz
1	Tallow Candle (TL1)	5	1 lb
1	Wineskin (TL0)	10	4 oz
<b>Totals:</b>		<b>2840</b>	<b>22.25 lb</b>

ADVANTAGES	
Name	Pts
Acute Taste and Smell 1 {p. B35} Roll to taste/smell: 15 (Taste/Smell)	[ 2]
Green Thumb 4 {p. B90}	[ 20]
Magery 4 {p. B66}	[ 40]
Magery 0 {p. B66}	[ 5]

DISADVANTAGES	
Name	Pts
Curious (12 or less) {p. B129}	[ -5]
Debt -10 {p. B26}	[ -10]
NO Green Thumb	[ -5]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[ -1]
_Unused Quirk 2 {p. B163}	[ -1]
_Unused Quirk 3 {p. B163}	[ -1]
_Unused Quirk 4 {p. B163}	[ -1]
Humble {p. B164}	[ -1]

TEMPLATES AND META-TRAITS	
Name	Pts
Halfling (Fantasy) {p. F109}	[ 20]
Racial ST Penalty -5 (Size)	[ -50]
Fond of Food & Drink	[ -1]
Prefers to live underground	[ -1]
Green Thumb*DISABLED* 1 {p. B90}	[ 5]
Hard to Kill 4 {p. B58}	[ 8]
Silence 4 {p. B85}	[ 20]
Mundane Background {p. B144}	[ -10]
Overweight {p. B19}	[ -1]
NO Green Thumb	[ -5]

TECHNIQUES			
Name	Level	Relative	Pts
Battle (Herb Lore) {p. M214}	16	def+1	[ 2]
Death (Herb Lore) {p. M215}	17	def+1	[ 2]
Healing (Herb Lore) {p. M217}	17	def+1	[ 2]
Sleep (Herb Lore) {p. M218}	17	def+1	[ 2]
Stealth (Herb Lore) {p. M214}	16*	def+1	[ 2]
Strength (Herb Lore) {p. M214}	16	def+1	[ 2]
Universal Antidote (Herb Lore) {p. M218}	16	def+1	[ 2]

\* Cond. +4 from 'Silence' when moving, vs. hearing only, Cond. +8 from 'Silence' when standing still, vs. hearing only

SKILLS			
Name	Level	Relative	Pts
Bow {p. B182}	10	DX-1	[ 1]
Cooking {p. B185}	13	IQ-1	[ 1]
Farming/TL3 {p. B194}	17*	IQ+3	[ 1]
Gardening {p. B197}	18*	IQ+4	[ 1]
Herb Lore/TL3 {p. B199, M211}	17*	IQ+3	[ 4]
Innate Attack (Projectile) {p. B201}	12	DX+1	[ 2]
Parry: 9			
Knife {p. B208}	12	DX+1	[ 2]
Parry: 8			
Naturalist (Faerun) {p. B211}	16*	IQ+2	[ 1]
Riding (Equines) {p. B217}	10	DX-1	[ 1]
Shortsword {p. B209}	12	DX+1	[ 4]
Parry: 9			
Stealth {p. B222}	11†	DX+0	[ 2]
Thaumatology {p. B225}	15‡	IQ+1	[ 1]

\* +4 from 'Green Thumb' † Cond. +4 from 'Silence' when moving, vs. hearing only, Cond. +8 from 'Silence' when standing still, vs. hearing only ‡ +4 from 'Magery'

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	7/8	
DX	DX	DX	Light	

  

Loc.	HP	#
Eyes	1	_____
Neck	—	_____
Skull	—	_____
Face	—	_____
Torso	—	_____
Groin	—	_____
Arms	5	_____
Hands	4	_____
Legs	5	_____
Feet	4	_____

  

**Bonus DR:** 0  
**Bonus DB:** 0

**Notes:**

SPELLS (continued)			
Name	Level	Relative	Pts
Season {p. M77}	16*	IQ+2	[ 1 ]
Seek Earth {p. M50, B245}	16*	IQ+2	[ 1 ]
Seek Food {p. M77}	16*	IQ+2	[ 1 ]
Seek Gate {p. M85}	16*	IQ+2	[ 1 ]
Seek Magic {p. M102}	16*	IQ+2	[ 1 ]
Seek Plant {p. M161, F171}	16*	IQ+2	[ 1 ]
Seeker {p. M105, B249}	16*	IQ+2	[ 1 ]
Sense Danger {p. M166}	16*	IQ+2	[ 1 ]
Sense Foes {p. M44, B245}	16*	IQ+2	[ 1 ]
Shape Earth {p. M50, B245}	16*	IQ+2	[ 1 ]
Shape Fire {p. M72, B246}	16*	IQ+2	[ 1 ]
Silence {p. M171, F172}	16*	IQ+2	[ 1 ]
Sound {p. M171, F172}	16*	IQ+2	[ 1 ]
Spell Shield {p. M124}	16*	IQ+2	[ 1 ]
Spell Wall {p. M124}	16*	IQ+2	[ 1 ]
Stone Missile {p. M52}	16*	IQ+2	[ 1 ]
Teleport {p. M147, F171}	16*	IQ+2	[ 2 ]
Teleport Other {p. M147}	16*	IQ+2	[ 2 ]
Test Food {p. M77, F169}	16*	IQ+2	[ 1 ]
Thunderclap {p. M171}	16*	IQ+2	[ 1 ]
Utter Dome {p. M170}	16*	IQ+2	[ 1 ]
Utter Wall {p. M170}	16*	IQ+2	[ 1 ]
Voices {p. M172}	16*	IQ+2	[ 1 ]
Watchdog {p. M167}	16*	IQ+2	[ 1 ]
Weather Dome {p. M169}	16*	IQ+2	[ 1 ]

\* +4 from 'Magery'

SPELLS			
Name	Level	Relative	Pts
Analyze Magic {p. M102, B249}	16*	IQ+2	[ 1 ]
Appotation {p. M142, B251}	16*	IQ+2	[ 1 ]
Bless Plants {p. M161, F172}	16*	IQ+2	[ 1 ]
Blink {p. M148}	16*	IQ+2	[ 1 ]
Block {p. M166}	16*	IQ+2	[ 1 ]
Conceal {p. M162}	16*	IQ+2	[ 1 ]
Continual Light {p. M110, B249}	16*	IQ+2	[ 1 ]
Control Gate {p. M85}	16*	IQ+2	[ 1 ]
Cook {p. M78}	16*	IQ+2	[ 1 ]
Create Earth {p. M51, B246}	16*	IQ+2	[ 1 ]
Create Fire {p. M72, B246}	16*	IQ+2	[ 1 ]
Create Food {p. M79}	16*	IQ+2	[ 1 ]
Create Gate {p. M85}	15*	IQ+1	[ 1 ]
Deflect Missile {p. M143, B251}	16*	IQ+2	[ 1 ]
Detect Magic {p. M101, B249}	16*	IQ+2	[ 1 ]
Earth to Stone {p. M51, B245}	16*	IQ+2	[ 1 ]
Far-Hearing {p. M173}	16*	IQ+2	[ 1 ]
Fireball {p. M74, B247}	16*	IQ+2	[ 1 ]
Flesh to Stone {p. M51, B246}	16*	IQ+2	[ 1 ]
Force Dome {p. M170}	16*	IQ+2	[ 1 ]
Force Wall {p. M170}	16*	IQ+2	[ 1 ]
Forest Warning {p. M162}	16*	IQ+2	[ 1 ]
Great Voice {p. M173}	16*	IQ+2	[ 1 ]
Hardiness {p. M167}	16*	IQ+2	[ 1 ]
Haste {p. M142, B251}	16*	IQ+2	[ 1 ]
Heal Plant {p. M161, F171}	16*	IQ+2	[ 1 ]
Hide Path {p. M162}	16*	IQ+2	[ 1 ]
Hinder {p. M36, B244}	16*	IQ+2	[ 1 ]
Hush {p. M172}	16*	IQ+2	[ 1 ]
Identify Plant {p. M161, F171}	16*	IQ+2	[ 1 ]
Identify Spell {p. M102, B249}	16*	IQ+2	[ 1 ]
Ignite Fire {p. M72, B246}	16*	IQ+2	[ 1 ]
Lend Energy {p. M89, B248}	16*	IQ+2	[ 1 ]
Lend Vitality {p. M89, B248}	16*	IQ+2	[ 1 ]
Light {p. M110, B249}	16*	IQ+2	[ 1 ]
Magic Resistance {p. M123}	16*	IQ+2	[ 1 ]
Major Healing {p. M91, B248}	15*	IQ+1	[ 1 ]
Message {p. M174}	16*	IQ+2	[ 1 ]
Minor Healing {p. M91, B248}	16*	IQ+2	[ 1 ]
Plant Growth {p. M162}	16*	IQ+2	[ 1 ]
Recover Energy {p. M89, B248}	16*	IQ+2	[ 1 ]
Rejuvenate Plant {p. M163}	16*	IQ+2	[ 1 ]
Rooted Feet {p. M36, B244}	16*	IQ+2	[ 1 ]
Scryguard {p. M121, F170}	16*	IQ+2	[ 1 ]



SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Analyze Magic	16	Inform./R-spell	1 hr.	Instant	8	Kn	M102, B249
Apportation	16	Reg./R-Will	1 sec.	1 min.	Varies	Mo	M142, B251
Bless Plants	16	Area	5 min.	1 crop	1	PI	M161, F172
Blink	16	Blocking	1 sec.	Instant	2	Mo, Ga	M148
Block	16	Blocking	1 sec.	Instant	1/DB+#	PW	M166
Conceal	16	Area	4 sec.	1 min.	varies#	PI	M162
Continual Light	16	Regular	1 sec.	Varies	Varies	LD	M110, B249
Control Gate	16	Regular/R-Gate	10 sec.	1 min.	6/3	Ga	M85
Cook	16	Regular	5 sec.	Instant	1 per meal	Fo	M78
Create Earth	16	Regular	1 sec.	Perm.	2/cu. yd.	Ea	M51, B246
Create Fire	16	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Create Food	16	Regular	30 sec.	Perm.	Varies	Fo	M79
Create Gate	15	Regular	Varies	1 min.	Varies	Ga	M85
Deflect Missile	16	Blocking	1 sec.	Instant	1	Mo, PW	M143, B251
Detect Magic	16	Regular	5 sec.	Instant	2	Kn	M101, B249
Earth to Stone	16	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	M51, B245
Far-Hearing	16	Information	3 sec.	1 min.	4/2	So, Kn	M173
Fireball	16	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	M74, B247
Flesh to Stone	16	Regular/R-HT	2 sec.	Instant	10#	Ea	M51, B246
Force Dome	16	Area	1 sec.	10 min.	3/2	PW	M170
Force Wall	16	Regular	1 sec.	10 min.	2/yd./S	PW	M170
Forest Warning	16	Area	1 sec.	10 hrs.	2#/S	PI	M162
Great Voice	16	Regular	2 sec.	1 min.	3/1	So	M173
Hardiness	16	Blocking	1 sec.	Instant	1/DR+#	PW	M167
Haste	16	Regular	2 sec.	1 min.	2/pt./H	Mo	M142, B251
Heal Plant	16	Area	1 min.	Perm.	3	PI	M161, F171
Hide Path	16	Regular	1 sec.	1 min.	2/1	PI	M162
Hinder	16	Regular	1 sec.	1 min.	1 to 4/S	BC, Mo	M36, B244
Hush	16	Regular/R-Will	2 sec.	10 sec.#	2/1	So	M172
Identify Plant	16	Information	1 sec.	Instant	2	PI	M161, F171
Identify Spell	16	Information	1 sec.	Instant	2	Kn	M102, B249
Ignite Fire	16	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Lend Energy	16	Regular	1 sec.	Perm.	Varies	He	M89, B248
Lend Vitality	16	Regular	1 sec.	1 hr.	1 per HP loaned	He	M89, B248
Light	16	Regular	1 sec.	1 min.	1/1	LD	M110, B249
Magic Resistance	16	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	MS	M123
Major Healing	15	Regular	1 sec.	Perm.	1 to 4	He	M91, B248
Message	16	Regular/R-spell	Varies	Varies	1/15 sec.	So, CE	M174
Minor Healing	16	Regular	1 sec.	Perm.	1 to 3	He	M91, B248
Plant Growth	16	Area	10 sec.	1 min.	3/2	PI	M162
Recover Energy	16	Special	Special	Special	none	He	M89, B248
Rejuvenate Plant	16	Regular	1 sec.	Perm.	3	PI	M163
Rooted Feet	16	Regular/R-ST	1 sec.	1 min.#	3	BC	M36, B244
Scryguard	16	Regular	5 sec.	10 hrs.	3/1	MS	M121, F170
Season	16	Regular	10 sec.	Perm.	2/meal	Fo	M77
Seek Earth	16	Information	10 sec.	Instant	3	Ea	M50, B245
Seek Food	16	Information	1 sec.	Instant	2	Fo	M77
Seek Gate	16	Information	10 sec.	Instant	3	Ga	M85
Seek Magic	16	Information	10 sec.	Instant	6	Kn, MS	M102
Seek Plant	16	Information	1 sec.	Instant	2	PI	M161, F171
Seeker	16	Information	1 sec.	Instant	3	Kn	M105, B249
Sense Danger	16	Information	1 sec.	Instant	3	PW	M166
Sense Foes	16	Inform./Area	1 sec.	Instant	2#	CE	M44, B245
Shape Earth	16	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	M50, B245
Shape Fire	16	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Silence	16	Area	1 sec.	1 min.	2/1	So	M171, F172
Sound	16	Regular	1 sec.	Varies	Varies	So	M171, F172
Spell Shield	16	Area	1 sec.	1 min.	3/2	MS	M124
Spell Wall	16	Regular/R-spell	1 sec.	1 min.	2/2#	MS	M124
Stone Missile	16	Missile	1 to 3 sec.	Instant	1 to Magery	Ea	M52
Teleport	16	Special	1 sec.	Instant	Varies	Mo, Ga	M147, F171
Teleport Other	16	Regular/R-Will+1	1 sec.	Instant	Varies	Mo, Ga	M147
Test Food	16	Information	1 sec.	Instant	1 to 3#	Fo	M77, F169
Thunderclap	16	Regular	1 sec.	Instant	2	So	M171
Utter Dome	16	Area	1 sec.	1 min.	6/4	PW	M170
Utter Wall	16	Regular	1 sec.	1 min.	4/yd./S	PW	M170
Voices	16	Regular	1 sec.	1 min.	3/2	So	M172
Watchdog	16	Area	10 sec.	10 hrs.	1/1	PW	M167
Weather Dome	16	Area	1 sec.	6 hrs.	3/2	PW, We	M169

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	11	-	1d-4 cr	C	-	-	
Kick <i>Skill used: DX-2</i>	9	-	1d-3 cr	C,1	-	-	
Punch <i>Skill used: DX</i>	11	8	1d-4 cr	C	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Shortsword: Swing <i>Skill used: Shortsword</i>	12	9	1d-2 cut	1	8	4	
Shortsword: Thrust <i>Skill used: Shortsword</i>	12	9	1d-3 imp	1	8	4	
Small Knife: Swing <i>Skill used: Knife</i>	12	8	1d-5 cut	C,1	5	4	
Small Knife: Thrust <i>Skill used: Knife</i>	12	8	1d-4 imp	C	5	4	[1]

RANGED ATTACKS											
Non-Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Fireball <i>Skill used: Innate Attack (Projectile)</i>	12	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	-1-3en
Stone Missile <i>Skill used: Innate Attack (Projectile)</i>	12	~1d+1 cr	2	40 yd / 80 yd	-	-	-	-	-	-	-1-3en
Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Short Bow (ST 7): Barbed-head <i>Skill used: Bow</i>	10	1d-3 imp	1	70 yd / 105 yd	1	1(2)	7†	-6	-	4	[3]
Small Knife: Thrown <i>Skill used: DX-4</i>	7	1d-4 imp	-	4 yd / 8 yd	1	T(1)	5	-1	-	4	

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

CAMPAIGN LOG		
<b>Points:</b> (logged) 80	+ (other) 0	= (total) 80
8/16/2013: 10 pts		
4/13/2013: 10 pts		
1/19/2013: 10 pts		
11/17/2012: 10 pts		
9/15/2012: 10 pts		
8/25/2012: 30 pts		
<b>Initial Character Creation</b>		
4/3/2012: 0 pts		

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[	115]
Advantages, Perks	[	87]
Disadvantages, Quirks	[	-25]
Skills, Techniques	[	35]
Spells	[	71]
<b>Total Points Spent:</b>		<b>283</b>
<b>Unspent Points:</b>		<b>22</b>



Name: Tyler James  
 Race: Human  
 Appearance: DEVGRU (Navy)

Player: Rifleman/Medic  
 Ht: 5' 10" Wt: 145

Age: 33 Spent: 375  
 Unspent: 0

CHARACTER SHEET

ST 13 [ 30]	HP 13 [ 0]	Basic Speed 6.25 [ 5]
DX 12 [ 40]	Will 14 [ 0]	Basic Move 6 [ 0]
IQ 14 [ 80]	Per 14 [ 0]	BL 34 lb (STxST)/5
HT 12* [ 20]	FP 12 [ 0]	Thr 1d Sw 2d-1

\* Cond. +1 from 'Fit'

Vision 14	Taste/Smell 14	Death Check 13*
Hearing 14	Fright Check 16†	High Jump 2.17 ft
Touch 14	Consciousness 13*	Broad Jump 3 yd

\* +1 from 'Fit' † +2 from 'Combat Reflexes'

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

\* Takes 2 seconds to complete † Double with a running start  
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

**HP** 4, 0, -13, -26, -39, -52, -65  
**FP** 3, 0, -12

HP loss effects are cumulative with each other and any effects suffered from FP loss.  
**less than 1/3 HP:** Dodge/2 and Move/2 (round up).  
**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.  
**-1xHP or less:** Make a HT roll vs. death immediately and for every full multiple of HP below 0.  
**-5xHP or less:** Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.  
**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.  
**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.  
**-1xFP or less:** Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
Arabic {p. B24}	Accented	Accented	[ 4 ]
Russian {p. B24}	Native	Native	[ 6 ]

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Bite Skill used: DX	12	-	1d-1 cr	C	-	
Karate: Punch Skill used: Karate	15	11	1d+1 cr	C	-	
Karate: Kick Skill used: Kicking (Karate)	15	-	1d+2 cr	C,1	-	
Stamp Kick (Karate) Skill used: Stamp Kick (Karate)	15	-	1d+3 cr	C,1	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Large Knife: Swing Skill used: Knife	14	10	2d-3 cut	C,1	6	
Large Knife: Thrust Skill used: Knife	14	10	1d imp	C	6	[1]

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
FN-Browning HP, 9x19mm Skill used: Guns (Pistol)	15	2d pi	2	160 yd / 1.02 mi	3	15(3)	9	-2	2	
Fragmentation Grenade (RGD-5) Skill used: Throwing	13	8d cr ex [3d]	-	45 yd	-	-	-	-	-	[2]
Izhmash AK-47, 7.62x39mm Skill used: Guns (Rifle)	16	5d pi	4	500 yd / 1.76 mi	10	30(3)	9†	-5	2	
Stun Grenade (ST-9) Skill used: Throwing	13	HT-5 aff (10 yd.)	-	45 yd	-	-	-	-	-	[2,5]

**ATTACKS TABLES COLUMN NOTES**

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	15*	IQ+1	[ 1 ]
Area Knowledge (mission area) {p. B176}	14	IQ+0	[ 1 ]
Armoury (Small Arms) {p. B178}	11†	IQ-3	[ 0 ]
Biology (Earthlike) {p. B180}	13	IQ-1	[ 4 ]
Body Language (Human) {p. B181}	15*	Per+1	[ 1 ]
Camouflage {p. B183}	13†	IQ-1	[ 0 ]
Chemistry {p. B183}	12	IQ-2	[ 1 ]
Climbing {p. B183}	13†	DX+1	[ 1 ]
Computer Operation {p. B184}	14	IQ+0	[ 1 ]
Cryptography {p. B186}	14*	IQ+0	[ 1 ]
Current Affairs (mission area) {p. B186}	14	IQ+0	[ 1 ]
Diagnosis (Human) {p. B187}	14	IQ+0	[ 4 ]
Diplomacy {p. B187}	14*	IQ+0	[ 1 ]
Disguise (Human) {p. B187}	15*	IQ+1	[ 1 ]
Driving (Automobile) {p. B188}	11	DX-1	[ 1 ]
Driving (Heavy Wheeled) {p. B188}	11	DX-1	[ 1 ]
Driving (Tracked) {p. B188}	11	DX-1	[ 1 ]
Electronics Operation (Communications) {p. B189}	13	IQ-1	[ 1 ]
Electronics Repair (Communications) {p. B190}	13	IQ-1	[ 1 ]
Electronics Repair (Computers) {p. B190}	13	IQ-1	[ 1 ]
Engineer (Combat) {p. B190}	14†	IQ+0	[ 1 ]
Escape {p. B192}	12*	DX+0	[ 1 ]
Explosives (Demolition) {p. B194}	15†	IQ+1	[ 1 ]
Explosives (Explosive Ordnance Disposal) {p. B194}	15†	IQ+1	[ 1 ]
Explosives (Underwater Demolition) {p. B194}	15†	IQ+1	[ 1 ]
Fast-Draw (Ammo) {p. B194}	15‡	DX+3	[ 1 ]
Fast-Draw (Knife) {p. B194}	15‡	DX+3	[ 1 ]
Fast-Draw (Long Arm) {p. B194}	15‡	DX+3	[ 1 ]
Fast-Draw (Pistol) {p. B194}	15‡	DX+3	[ 1 ]
Fast-Talk {p. B195}	15*	IQ+1	[ 1 ]
Filch {p. B195}	13*	DX+1	[ 1 ]
First Aid (Human) {p. B195}	17§	IQ+3	[ 0 ]
Forced Entry {p. B196}	14†	DX+2	[ 1 ]
Forward Observer {p. B196}	11†	IQ-3	[ 0 ]
Gesture {p. B198}	12†	IQ-2	[ 0 ]
Gunner (Machine Gun) {p. B198}	14†	DX+2	[ 1 ]
Guns (Grenade Launcher) {p. B198}	12†	DX+0	[ 0 ]
Guns (Light Machine Gun) {p. B198}	15†	DX+3	[ 1 ]
Guns (Pistol) {p. B198}	15†	DX+3	[ 1 ]
Guns (Rifle) {p. B198}	16†	DX+4	[ 4 ]
Guns (Shotgun) {p. B198}	15†	DX+3	[ 1 ]
Guns (Submachine Gun) {p. B198}	15†	DX+3	[ 1 ]
Hiking {p. B200}	13†	HT+1	[ 1 ]
Holdout {p. B200}	11*	IQ-3	[ 0 ]
Intelligence Analysis {p. B201}	14*	IQ+0	[ 1 ]
Interrogation {p. B202}	15*	IQ+1	[ 1 ]
Intimidation {p. B202}	15*	Will+1	[ 1 ]
Judo {p. B203}	13†	DX+1	[ 2 ]
Parry: 10			
Karate {p. B203}	15†	DX+3	[ 8 ]
Parry: 11			
Knife {p. B208}	14†	DX+2	[ 1 ]
Parry: 10			
Knot-Tying {p. B203}	12	DX+0	[ 1 ]
Leadership {p. B204}	15†	IQ+1	[ 1 ]
Lip Reading {p. B205}	15*	Per+1	[ 1 ]
Lockpicking {p. B206}	15*	IQ+1	[ 1 ]
Mathematics (Applied) {p. B207}	12	IQ-2	[ 1 ]
Navigation (Land) {p. B211}	15†	IQ+1	[ 1 ]
Navigation (Sea) {p. B211}	15†	IQ+1	[ 1 ]
Observation {p. B211}	15*	Per+1	[ 1 ]
Parachuting {p. B212}	14†	DX+2	[ 1 ]
Photography {p. B213}	13	IQ-1	[ 1 ]
Physician (Human) {p. B213}	15	IQ+1	[ 8 ]
Pickpocket {p. B213}	12*	DX+0	[ 1 ]
Savoir-Faire (Military) {p. B218}	14	IQ+0	[ 1 ]
Scrounging {p. B218}	12†	Per-2	[ 0 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Seamanship {p. B185}	14	IQ+0	[ 1 ]
Search {p. B219}	15*	Per+1	[ 1 ]
Shadowing {p. B219}	15*	IQ+1	[ 1 ]
Shortsword {p. B209}	13†	DX+1	[ 1 ]
Parry: 10			
Smuggling {p. B221}	15*	IQ+1	[ 1 ]
Soldier {p. B221}	15†	IQ+1	[ 1 ]
Staff {p. B208}	11	DX-1	[ 1 ]
Parry: 11			
Stealth {p. B222}	13*	DX+1	[ 1 ]
Strategy (Land) {p. B222}	14†	IQ+0	[ 1 ]
Strategy (Naval) {p. B222}	14†	IQ+0	[ 1 ]
Streetwise {p. B223}	11*	IQ-3	[ 0 ]
Surgery (Human) {p. B223}	14	IQ+0	[ 8 ]
Survival (Desert) {p. B223}	15†	Per+1	[ 1 ]
Survival (Jungle) {p. B223}	15†	Per+1	[ 1 ]
Survival (Mountain) {p. B223}	15†	Per+1	[ 1 ]
Survival (Open Ocean) {p. B223}	15†	Per+1	[ 1 ]
Swimming {p. B224}	14†	HT+2	[ 1 ]
Tactics {p. B224}	14†	IQ+0	[ 1 ]
Teaching {p. B224}	15†	IQ+1	[ 1 ]
Throwing {p. B226}	13†	DX+1	[ 1 ]
Tracking {p. B226}	15†	Per+1	[ 1 ]
Traps {p. B226}	12†	IQ-2	[ 0 ]
Urban Survival {p. B228}	15†	Per+1	[ 1 ]
Veterinary {p. B228}	13	IQ-1	[ 2 ]
Wrestling {p. B228}	13†	DX+1	[ 1 ]
Parry: 10			
* +2 from 'Job Training (SOG)'	‡ +1 from 'Combat Reflexes', +2 from 'Job Training (Special Forces)'		
† +2 from 'Job Training (Special Forces)'	§ +2 from 'Job Training (Special Forces)', Cond. +2 from 'Crash Kit'		

TECHNIQUES			
Name	Level	Relative	Pts
Disarming (Judo) {p. MA70, B230}	14	def+1	[ 2 ]
Kicking (Karate) {p. MA75, B231}	15	def+2	[ 3 ]
Retain Weapon (Guns (Pistol)) {p. MA78, B232}	13	def+1	[ 2 ]
Retain Weapon (Guns (Rifle)) {p. MA78, B232}	13	def+1	[ 2 ]
Stamp Kick (Karate) {p. MA80}	15	def+3	[ 4 ]
Targeted Attack (Karate Stamp Kick/Face) {p. MA68}	12	def+2	[ 3 ]
Targeted Attack (Karate Stamp Kick/Skull) {p. MA68}	11	def+3	[ 4 ]

ADVANTAGES		Pts
Name		
Combat Reflexes {p. B43}		[ 15 ]
Fit {p. B55}		[ 5 ]
High Pain Threshold {p. B59}		[ 10 ]
Roll to ignore pain: 17 (Will+3)		
Job Training 2 (SOG) {p. PU3:24}		[ 22 ]
Job Training 2 (Special Forces) {p. PU3:24}		[ 32 ]
Luck {p. B66}		[ 15 ]

DISADVANTAGES		Pts
Name		
Code of Honor (Soldier) {p. B127}		[ -10 ]
Duty (SOG; 15 or less (almost always); Extremely Hazardous) {p. B134}		[ -20 ]
Sense of Duty (Teammates; Small Group) {p. B153}		[ -5 ]

QUIRKS		Pts
Name		
1		[ -1 ]
2		[ -1 ]
3		[ -1 ]
4		[ -1 ]
5		[ -1 ]

EQUIPMENT			
Qty	Item	Cost	Weight
4	7.62mm Magazine (Armor Piercing; APHC, *2) <small>30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> Per Unit - Cost: 72, Weight: 8 oz	288	2 lb
4	7.62mm Magazine (Hollow Point; HP, *1) <small>30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> Per Unit - Cost: 36, Weight: 8 oz	144	2 lb
6	7.62mm Magazine (Standard) <small>30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> Per Unit - Cost: 36, Weight: 8 oz	216	3 lb
2	9mm Ammunition (Standard) <small>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> Per Unit - Cost: 12, Weight: 8 oz	24	1 lb
2	9mm Magazine (Hollow Point; HP, *1) <small>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> Per Unit - Cost: 12, Weight: 8 oz	24	1 lb
1	Assault Vest {p. HT66} Description: TL:8 LC:2 DR:12/5* Location:torso, groin Notes:[2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin	900	5 lb
1	Assault Vest Trauma Plates {p. HT66} Description: TL:8 LC:2 DR:23 Location:torso Location: torso	600	6 lb
1	Backpack, Frame (Rugged, *2) {p. B288} Description: TL:1 Notes: Holds 100 lbs. of gear.	200	7.2 lb
1	Ballistic Helmet (TL 8) {p. B285} Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [3] Location: skull	250	2 lb
1	Ballistic Helmet Visor {p. HT70} Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face	200	8 oz
1	Boots, Steel-Toed {p. HT68} Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e. g. , dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks. Location: feet	100	2 lb
1	Camera, Digital {p. B289} Description: TL:6 Notes: Basic equipment for Photography skill. Better cameras cost much more!	50	-
1	Crash Kit {p. B289} Description: TL:Var. Notes: A complete kit for treating serious injuries. Includes sterile bandages, sutures, and drugs appropriate for the TL. At TL6+ includes IV drip, needle, and plasma. +2 to First Aid skill, and counts as improvised gear (-5) for Surgery.	200	5 lb
1	DAP {p. HT68} Description: TL:8 LC:4 DR:8/2* Location:arms Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: arms	200	2 lb
1	Door Breaching Charge	500	8 oz
1	Explosive Charge (Semtex)	2000	2 lb
1	FN-Browning HP, 9x19mm {p. PG1:21} Description: TL:6 LC:3 Ammo:0.5 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:3 Shots:13+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	780	2 lb
2	Fragmentation Grenade (RGD-5) {p. B277} <small>2 1</small> Per Unit - Cost: 40, Weight: 8 oz Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	80	1 lb
1	Gloves, Leather {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	GPS Receiver {p. B288} Description: TL:8 Notes: Satellite-updated, grants Absolute Direction (Requires Signal). 24hrs.	200	8 oz
1	Izhmash AK-47, 7.62x39mm {p. HT120} Description: TL:7 LC:2 Ammo:1.8 lb. Damage:5d+1 pi Acc:4 Range:500/3100 RoF:10 Shots:30(3) ST:9† Bulk:-5 Rcl:2 Skill:Guns (Rifle)	450	8 lb
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	40	1 lb
1	Lockpicks {p. B289} Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	-

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Night Vision Goggles {p. B289} Description: TL:8 Notes: Gives Night Vision 9. 8hrs.	600	1 lb
1	Radio, Headset, Secure/Encrypted {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	5000	8 oz
1	Riot Gear Leggings {p. HT68} Description: TL:7 LC:4 DR:3 Location:legs Location: legs	100	2 lb
1	Silencer (Pistol) {p. B289} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412)	400	8 oz
2	Stun Grenade (ST-9) {p. B277} <small>2 1</small> Per Unit - Cost: 40, Weight: 8 oz Description: TL:8 LC:2 Dam:HT-5 aff Fuse:2 Notes: [2.5] A vision and Hearing-Based affliction that affects a 10-yard radius. The Protected Hearing and Protected vision advantages each give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-5 to recover each turn. Also creates smoke in the area of affect. Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2.5]	80	1 lb
1	Tactical Flashlight	100	8 oz
1	Useful Gear!	500	5 lb
1	Web Gear {p. B289} Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.	50	2 lb

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	8*	9/10*	
DX	Karate	DX	Light	

  

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

\* +1 from 'Combat Reflexes'

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	175
Advantages, Perks	109
Disadvantages, Quirks	-40
Skills, Techniques	131
<b>Total Points Spent:</b>	<b>375</b>
<b>Unspent Points:</b>	<b>0</b>

## NOTES

### MANEUVERS (Pick one each turn)

**AIM (1):** aim a Ranged weapon to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

**ALL-OUT ATTACK (3):** +4 to hit Melee/+1 for Ranged, *or* two Melee attacks on same target, *or* +2 Melee damage - but NO DEFENSE!

**ALL-OUT DEFENSE (1):** +2 to one active defense, *or* two *different* defenses against a single attack

**ATTACK (1):** attack unarmed or with a ready weapon/ability

**CHANGE POSTURE (0):** switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

**COMMITTED ATTACK (1):** (Melee only) +2 to hit, *or* +1 damage, but -2 to usable defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat)

**DEFENSIVE ATTACK (1):** (Melee only) -2 damage, but +1 to Parry (not Dodge), *or* +2 to DX roll to avoid falling if Kicking

**DO NOTHING (0):** take no action

**EVALUATE (1):** study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

**FEINT (1):** fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX (whichever is highest)

**MOVE AND ATTACK (6):** move and still attack at a penalty - for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

**MOVE (6):** do nothing but move 6 yards

**READY (1):** prepare a weapon/item, reload a weapon, etc.

**WAIT (var):** hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

### OPTIONS:

**Deceptive Attack:** Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

**Telegraphic Attack:** (Melee only) +4 to hit, but also +2 to target's active defenses

**Mighty Blow\*:** (Melee only) Spend 1 FP to get +2 damage without losing defenses

**Feverish Defense\*:** Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

**Retreat:** *once* during your turn, move 1 hex away from a melee attacker for a +3 to Dodge, or +1 to Parry or Block

**Dodge and Drop:** *once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

\* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

## POSTURES

**Standing** 0 Melee, 0 Active Defenses, Move 6

**Crouching** -2 Melee, 0 Active Defenses, Move 4

**Kneeling** -2 Melee, -2 Active Defenses, Move 2

**Crawling** -4 Melee, -3 Active Defenses, Move 2

**Sitting** -2 Melee, -2 Active Defenses, Move 0

**Prone** -4 Melee, -3 Active Defenses, Move 1

## HIT LOCATIONS

**Skull\* (-7/-5):** x4 damage, -10 to Knockdown rolls

**Face\* (-5/-7):** x1 damage, -5 to Knockdown rolls

**Neck\* (-5):** x1.5 damage for crushing, x2 damage for cutting

**Torso (0):** x1 damage, for non-cutting attacks, roll 1d; a 1 indicates a hit to the Vitals

**Vitals\* (-3):** x3 damage for impaling/piercing, 1x damage for crushing but shock requires a HT roll to avoid Knockdown (at -5 if a major wound)

**Groin\* (-3):** double shock penalty (max. -8) from crushing damage, -5 to Knockdown rolls

**Arms/Legs (-2):** x1 damage for impaling, pi+, pi++, more than 6 damage cripples the limb (excess damage lost)

**Hands/Feet (-4):** x1 damage for impaling, pi+, pi++, more than 4 damage cripples the extremity (excess damage lost)

**Weapon: -5** for reach "C" melee weapon/pistol, **-4** for reach 1 melee/carbine, **-3** reach 2+ melee/rifle. Additional -2 if disarming

\* A miss by 1 hits the Torso instead

## RANGE PENALTIES

-1	3 yards	-11	150 yards
-2	5 yards	-12	200 yards
-3	7 yards	-13	300 yards
-4	10 yards	-14	500 yards
-5	15 yards	-15	700 yards
-6	20 yards	-16	1000 yards
-7	30 yards	-17	1500 yards
-8	50 yards	-18	1.14 miles
-9	70 yards	-19	1.7 miles
-10	100 yards	-20	2.84 miles