

Name:

Description:

ST	<input type="text"/>	HP	<input type="text"/>
DX	<input type="text"/>	Will	<input type="text"/>
IQ	<input type="text"/>	Per	<input type="text"/>
HT	<input type="text"/>	FP	<input type="text"/>

Damage	Resistance
Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Advantages

Disadvantages

Move:	Speed:
Dodge:	Parry:
	Block:

### Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry

### Skills

Name	Level	Name	Level

### Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

### Possessions



# Travis Dunn

## Summary

Travis Dunn is a roadie for the pop band "Jem and the Holograms." He is also a highly trained CIA black ops agent, specializing in unarmed combat.

Travis' father was a long-time CIA asset, until enemies of the state planted a bomb in his car when Travis was 12 years old. The explosion killed both Travis' mother and father. At that time he was sent to live at Sunlight House, a foster home that serves as a CIA training facility for Hologram recruits.

Travis is good friends with Peter Crichton, as they spend a lot of time together on the road. He has romantic feelings for teammate Shana Elmsford, but so far has kept those feelings to himself.

## Advantages/Disadvantages

*High Pain Threshold* (B59): You never suffer the usual combat penalties from shock, and are at +3 to all HT rolls to avoid knockdown and stunning.

*Luck* (B66): Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: \_\_\_\_\_ Second Use: \_\_\_\_\_ Third Use: \_\_\_\_\_

*Short Attention Span* (B153): You find it extremely difficult to maintain concentration on tasks that take longer than a few minutes.

*Striking ST* (B88): Years of intensive martial arts study has increased your Strength for the purposes of calculating unarmed damage.

## Synergy Jewelry

The CIA has entrusted you with Synergy Jewelry (ring, earring, necklace, etc.), which can be used once every 24 hours of *game* time to generate amazingly realistic holograms of whatever you instruct. Holograms last no longer than 5 minutes, but do include audio effects as well as visual. Track the time(s) you use your jewelry below.

First Use: \_\_\_\_\_ Second Use: \_\_\_\_\_ Third Use: \_\_\_\_\_

## Character Point (CP) Tokens

You can spend a CP Token at any time to:

- Alter your last dice roll: 2 tokens for critical failure to failure; 1 token for failure to success; 2 tokens for success to critical success. These costs are cumulative (for example, 3 tokens to change a failure to a critical success).
- Make a single damaging attack you just suffered into a "flesh wound," ignoring all but 1 HP of damage.



Name: Travis Dunn  
 Race: Human  
 Appearance: Black hair, brown eyes - African-American man

Player: Unarmed/Roadie  
 Ht: 5' 9" Wt: 145 lbs. Age: 23

Spent: 250  
 Unspent: 3

**CHARACTER SHEET**

<b>ST</b> 14* [ 40]	<b>HP</b> 12 [ -4]	<b>Basic Speed</b> 6.5 [ 0]
<b>DX</b> 14 [ 80]	<b>Will</b> 10 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 10 [ 0]	<b>Per</b> 10 [ 0]	<b>BL</b> 39 lb (STxST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 2d-1 <b>Sw</b> 3d+1
<b>TL</b> 8 [ 0]	<b>SM</b> +0	

\* Conditional: +5 from 'Striking ST'

Vision 10	Taste/Smell 10	Death Check 12
Hearing 10	Fright Check 12*	Broad Jump 3 yd
Touch 10	Consciousness 12	High Jump 2.17 ft

\* Includes: +2 from 'Combat Reflexes'

<b>HP</b>	<b>FP</b>
3, 0, -12, -24, -36, -48, -60	3, 0, -12

REACTION MODIFIERS	
Appearance: +1*	* Includes: +1 from 'Appearance'
Status: +0	
Other: +0	

LANGUAGES			
Native	Spoken	Written	Pts
English (Native)	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
Italian	Native	Native	[ 6]

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
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	10*	9*	10*	
Karate	Knife	DX	None	

<b>Eyes</b> DR: 0 DB: 0	<b>Skull</b> DR: 2 DB: 0	<table border="1"> <tr> <th>Loc.</th> <th>HP</th> <th>#</th> </tr> <tr> <td>Eyes</td> <td>2</td> <td>_____</td> </tr> <tr> <td>Neck</td> <td>-</td> <td>_____</td> </tr> <tr> <td>Skull</td> <td>-</td> <td>_____</td> </tr> <tr> <td>Face</td> <td>-</td> <td>_____</td> </tr> <tr> <td>Torso</td> <td>-</td> <td>_____</td> </tr> <tr> <td>Groin</td> <td>-</td> <td>_____</td> </tr> <tr> <td>Arms</td> <td>7</td> <td>_____</td> </tr> <tr> <td>Hands</td> <td>5</td> <td>_____</td> </tr> <tr> <td>Legs</td> <td>7</td> <td>_____</td> </tr> <tr> <td>Feet</td> <td>5</td> <td>_____</td> </tr> </table>	Loc.	HP	#	Eyes	2	_____	Neck	-	_____	Skull	-	_____	Face	-	_____	Torso	-	_____	Groin	-	_____	Arms	7	_____	Hands	5	_____	Legs	7	_____	Feet	5	_____
Loc.	HP		#																																
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Feet	5	_____																																	
<b>Neck</b> DR: 12/4* DB: 0	<b>Face</b> DR: 0 DB: 0																																		
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	<b>Groin</b> DR: 12/4* DB: 0																																		
	<b>Legs</b> DR: 12/4* DB: 0																																		
	<b>Feet</b> DR: 12/4* DB: 0																																		
<b>Bonus DR: 0</b> <b>Bonus DB: 0</b>																																			
<b>Notes:</b> DR Notes: DR 12 vs. Piercing and Cutting attacks; DR 4 vs. all others																																			

\* Includes: +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Appearance (Attractive) {p. B21}	[ 4]
Combat Reflexes {p. B43}	[ 15]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66}	[ 15]
Striking ST 5 {p. B89}	[ 25]

DISADVANTAGES	
Name	Pts
Duty (CIA; 12 or less (quite often); Extremely Hazardous) {p. B134}	[ -15]
Secret (CIA assassin; Utter Rejection) {p. B152}	[ -10]
Short Attention Span {p. B153}	[ -10]

TECHNIQUES			
Name	Level	Relative	Pts
Kicking (Karate) {p. MA75, B231}	17	def+2	[ 3]
Sweeping Kick (Karate) {p. MA81, B232}	15	def+1	[ 2]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (cinematic) {p. B176}	11	IQ+1	[ 2]
Climbing {p. B183}	13	DX-1	[ 1]
Computer Operation/TL8 {p. B184}	11	IQ+1	[ 2]
Criminology/TL8 {p. B186}	10	IQ+0	[ 2]
Current Affairs/TL8 (Espionage) {p. B186}	10	IQ+0	[ 1]
Electronics Operation/TL8 (Communications) {p. B189}	10	IQ+0	[ 2]
Escape {p. B192}	12	DX-2	[ 1]
Fast-Draw/TL8 (Ammo) {p. B194}	0	DX-14	[ 0]
Fast-Draw (Knife) {p. B194}	15*	DX+1	[ 1]
Fast-Draw (Pistol) {p. B194}	15*	DX+1	[ 1]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[ 4]
Forced Entry {p. B196}	14	DX+0	[ 1]
Forensics/TL8 {p. B196}	10	IQ+0	[ 4]
Gesture {p. B198}	11	IQ+1	[ 2]
Guns/TL8 (Pistol) {p. B198}	15	DX+1	[ 2]
dGuns/TL8 (Rifle) {p. B198}	13	DX-1	[ 0]
dGuns/TL8 (Shotgun) {p. B198}	13	DX-1	[ 0]
Guns/TL8 (Submachine Gun) {p. B198}	15	DX+1	[ 2]
Hiking {p. B20}	12	HT+0	[ 2]
Karate {p. B203}	17	DX+3	[ 16]
Parry: 12			
Knife {p. B208}	14	DX+0	[ 1]
Parry: 10			
Parachuting/TL8 {p. B212}	14	DX+0	[ 1]
Research/TL8 {p. B217}	10	IQ+0	[ 2]
Savoir-Faire (Espionage) {p. B218}	10	IQ+0	[ 1]
Search {p. B219}	10	Per+0	[ 2]
Shadowing {p. B219}	11	IQ+1	[ 4]
Stealth {p. B222}	13	DX-1	[ 1]
Swimming {p. B224}	12	HT+0	[ 1]
Throwing {p. B226}	14	DX+0	[ 2]
Wrestling {p. B228}	16	DX+2	[ 8]
Parry: 12			

\* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite		14	—	2d-2 cr	C	—	—	
Karate: Punch		17	12	2d+2 cr	C	—	—	
Karate: Kick		17	—	2d+3 cr	C,1	—	—	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing		14	10	3d-2 cut	C,1	6	4	
Large Knife: thrust		14	10	1d+2 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, .40	15	2d pi+	2	150 yd / 1.08 mi	3	15+1(3)	9	-2	2	3	
Large Knife	10	2d-1 imp	—	15.2 yd / 28.5 yd	1	T(1)	6	-2	—	4	
PDW, 4.6mm	15	4d+1 pi-	3	200 yd / 1.14 mi	15	20+1(3)	7†	-3	2	2	

**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.

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

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		
1-2	3-4	5-7
1d-3	1d-2	1d-1

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.

LOAD-OUTS			
Qty	« Full Gear »	Cost	Weight
1	Auto Pistol, .40	640	2.1 lb
4	Auto Pistol, .40 (Ammunition)	56	2.8 lb
1	Ballistic Clothing (TL 9) <small>Location: body, limbs, feet</small>	1000	3 lb
1	Large Knife	40	1 lb
1	PDW, 4.6mm	800	3.9 lb
3	PDW, 4.6mm (Ammunition)	30	1.5 lb
1	Radio Earbud, Secure	5000	8 oz
1	Silencer (Pistol)	400	1 lb
1	Synergy Jewelry (1x 24 hrs)	0	—
<b>Totals:</b>		<b>7966</b>	<b>15.8 lb</b>

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		[ 136 ]
Advantages, Perks		[ 75 ]
Disadvantages, Quirks		[ -35 ]
Skills, Techniques		[ 74 ]
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>3</b>