

Peter Crichton

Summary

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

Peter's does not know who his father is. His mother fatally overdosed on heroin when he was only 4 years old, at which time he was placed into foster care at the Sunlight House, a foster home where children are covertly trained for life as CIA field agents.

He is known to have strong feelings for teammate Jerrica Benton, despite the fact that she is romantically involved with teammate Rio Pacheco. Though he has always maintained professional courtesy with Rio, the team's handlers are always alert for signs of behavior that could affect mission outcomes.

Advantages/Disadvantages

Gunslinger (B58, HT249): This advantage confers many bonuses when using firearms:

- Even without Aiming you get the full Accuracy bonus of one-handed weapons, and half the Accuracy bonus (round up) of two-handed weapons, when choosing to Attack or All-Out Attack.
- You may Move and Attack without any penalties for weapon Bulk or movement (though you don't get the Accuracy bonus).
- In Close Combat you may ignore the weapon Bulk penalty (though you don't get the Accuracy bonus).

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: _____

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: Peter Crichton
 Race: Human
 Appearance: Dark blue hair, blue eyes - Caucasian man

Player: Shooter/Roadie
 Ht: 6' 0" Wt: 165 lbs. Age: 21

Spent: 250
 Unspent: 3

CHARACTER SHEET

ST 10 [0]	HP 12 [4]	Basic Speed 6.25 [0]
DX 13 [60]	Will 11 [0]	Basic Move 6 [0]
IQ 11 [20]	Per 11 [0]	BL 20 lb (STxST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d
TL 8 [0]	SM +0	

Vision 11	Taste/Smell 11	Death Check 12
Hearing 11	Fright Check 13*	Broad Jump 3 yd
Touch 11	Consciousness 12	High Jump 2.17 ft

* Includes: +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60
FP 3, 0, -12

REACTION MODIFIERS

Appearance: +1*
 * Includes: +1 from 'Appearance'
 Status: +0
 Other: +0†
 † Conditional: +1 from 'Workaholic', -1 from 'Workaholic'

LANGUAGES

Native	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Non-native	Spoken	Written	Pts
American Sign Language	Native	Native	[6]

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 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

11*	10*	8*	9/10*	
Karate	Knife	DX	Light	

Eyes DR: 0 DB: 0
Skull DR: 2 DB: 0
Neck DR: 12/4* DB: 0
Face DR: 0 DB: 0
Torso DR: 12/4* DB: 0
Arms DR: 12/4* DB: 0
Hands DR: 0 DB: 0
Groin DR: 12/4* DB: 0
Legs DR: 12/4* DB: 0
Feet DR: 12/4* DB: 0

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

Bonus DR: 0
Bonus DB: 0

Notes:
 DR Notes: DR 12 vs. Piercing and Cutting attacks; DR 4 vs. all others

* Includes: +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Appearance (Attractive) {p. B21}	[4]
Combat Reflexes {p. B43}	[15]
Gunslinger {p. B58}	[25]
Luck {p. B66}	[15]

DISADVANTAGES

Name	Pts
Duty (CIA; 12 or less (quite often); Extremely Hazardous) {p. B134}	[-15]
Secret (CIA assassin; Serious Embarrassment) {p. B152}	[-5]
Workaholic {p. B162}	[-5]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (cinematic) {p. B176}	11	IQ+0	[1]
Climbing {p. B183}	13	DX+0	[2]
Computer Operation/TL8 {p. B184}	11	IQ+0	[1]
Criminology/TL8 {p. B186}	12	IQ+1	[4]
Current Affairs/TL8 (Espionage) {p. B186}	11	IQ+0	[1]
Diplomacy {p. B187}	12	IQ+1	[8]
Driving/TL8 (Automobile) {p. B188}	14	DX+1	[4]
Driving/TL8 (Motorcycle) {p. B188}	13	DX+0	[2]
Electronics Operation/TL8 (Communications) {p. B189}	11	IQ+0	[2]
Escape {p. B192}	13	DX+0	[4]
Fast-Draw/TL8 (Ammo) {p. B194}	14*	DX+1	[1]
Fast-Draw (Knife) {p. B194}	15*	DX+2	[2]
Fast-Draw (Pistol) {p. B194}	16*	DX+3	[4]
First Aid/TL8 (Human) {p. B195}	13	IQ+2	[4]
Forced Entry {p. B196}	13	DX+0	[1]
Forensics/TL8 {p. B196}	11	IQ+0	[4]
Gesture {p. B198}	12	IQ+1	[2]
Guns/TL8 (Pistol) {p. B198}	17	DX+4	[12]
dGuns/TL8 (Rifle) {p. B198}	16	DX+3	[4]
dGuns/TL8 (Shotgun) {p. B198}	15	DX+2	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	15	DX+2	[0]
Hiking {p. B20}	12	HT+0	[2]
Karate {p. B203}	15	DX+2	[12]
Parry: 11			
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Parachuting/TL8 {p. B212}	13	DX+0	[1]
Research/TL8 {p. B217}	11	IQ+0	[2]
Savoir-Faire (Espionage) {p. B218}	11	IQ+0	[1]
Search {p. B219}	12	Per+1	[4]
Shadowing {p. B219}	12	IQ+1	[4]
Stealth {p. B222}	14	DX+1	[4]
Swimming {p. B224}	12	HT+0	[1]
Throwing {p. B226}	13	DX+0	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite		13	—	1d-3 cr	C	—	—	
Karate: Punch		15	11	1d-1 cr	C	—	—	
Karate: Kick		13	—	1d cr	C,1	—	—	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing		14	10	1d-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
Assault Carbine, 5.56mm	16	4d+2 pi	4	400 yd / 1.7 mi	15	30+1(3)	9†	-3	2	2	[1]
Auto Pistol, .44M	17	3d pi+	2	230 yd / 1.42 mi	3	9+1(3)	10	-3	4	3	
Large Knife	9	1d-2 imp	—	8 yd / 15 yd	1	T(1)	6	-2	—	4	

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	40 lb	160 lb	240 lb	300 lb	1000 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	Assault Carbine, 5.56mm	900	7.3 lb
3	Assault Carbine, 5.56mm (Ammunition)	60	3 lb
1	Auto Pistol, .44M	750	4.5 lb
4	Auto Pistol, .44M (Ammunition)	48	2.4 lb
1	Ballistic Clothing (TL 9) <i>Location: body, limbs, feet</i>	1000	3 lb
1	Large Knife	40	1 lb
1	Radio Earbud, Secure	5000	8 oz
1	Silencer (Pistol)	400	1 lb
Totals:		8198	22.7 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.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[104]
Advantages, Perks		[70]
Disadvantages, Quirks		[-25]
Skills, Techniques		[101]
Total Points Spent:		250
Unspent Points:		3