

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
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Move:	Speed:	
Dodge:	Parry:	Block:

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
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Skills

Name	Level	Name	Level
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Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
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Possessions



Rio Pacheco

Summary

Rio Pacheco is the road manager for the pop band "Jem and the Holograms." He is also a highly trained CIA black ops agent and fully qualified as a military sniper.

Rio's mother died of cancer when he was only 2 years old; his father subsequently succumbed to alcoholism and died just three years later after stumbling down a flight of subway stairs. Rio ended up at Sunlight House, a foster home where children are covertly trained for life as CIA field agents.

Despite CIA policies, Rio is currently in a romantic relationship with team member Jerrica Benton. He is also very protective of teammate Aja Leith, whose first aid skills saved his life after he suffered numerous gunshots on a mission gone bad.

Advantages/Disadvantages

Impulsiveness (B139): You find it incredibly difficult to be inactive, discussing or planning things instead of just *doing* them.

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: Rio Pacheco
 Race: Human
 Appearance: Black hair, blue eyes - Caucasian man

Player: Sniper/Road Manager
 Ht: 5' 11" Wt: 160 lbs. Age: 20

Spent: 250
 Unspent: 3

CHARACTER SHEET

ST 11	[10]	HP 11	[0]	Basic Speed 6	[0]
DX 13	[60]	Will 12	[0]	Basic Move 6	[0]
IQ 12	[40]	Per 12	[0]	BL 24 lb	(STxST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-1	Sw 1d+1
TL 8	[0]	SM +0			

Vision 13*	Taste/Smell 12	Death Check 11
Hearing 12	Fright Check 14†	Broad Jump 3 yd
Touch 12	Consciousness 11	High Jump 2.17 ft

* Includes: +1 from 'Acute Vision' † Includes: +2 from 'Combat Reflexes'

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

REACTION MODIFIERS	
Appearance: +1*	* Includes: +1 from 'Appearance'
Status: +0	
Other: +0†	† Conditional: +1 from 'Reputation (Manager of famous band)', +1 from 'Merchant' when buying or selling

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

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
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	<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>6</td><td>—</td></tr> <tr><td>Hands</td><td>4</td><td>—</td></tr> <tr><td>Legs</td><td>6</td><td>—</td></tr> <tr><td>Feet</td><td>4</td><td>—</td></tr> </table>	Loc.	HP	#	Eyes	2	—	Neck	—	—	Skull	—	—	Face	—	—	Torso	—	—	Groin	—	—	Arms	6	—	Hands	4	—	Legs	6	—	Feet	4	—
Loc.	HP		#																																
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Arms	6		—																																
Hands	4		—																																
Legs	6	—																																	
Feet	4	—																																	
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																																		
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
Acute Vision 1 {p. B35}	[2]
Roll: 13 (Vision)	
Appearance (Attractive) {p. B21}	[4]
Combat Reflexes {p. B43}	[15]
Luck {p. B66}	[15]
Reputation +1 (Manager of famous band; 7 or less; Small class) {p. B27}	[1]

DISADVANTAGES	
Name	Pts
Duty (CIA; 12 or less (quite often); Extremely Hazardous) {p. B134}	[-15]
Impulsiveness (12 or less) {p. B139}	[-10]
Secret (CIA assassin; Utter Rejection) {p. B152}	[-10]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (cinematic) {p. B176}	13	IQ+1	[2]
Climbing {p. B183}	15	DX+2	[8]
Computer Operation/TL8 {p. B184}	14	IQ+2	[4]
Criminology/TL8 {p. B186}	12	IQ+0	[2]
Current Affairs/TL8 (Espionage) {p. B186}	12	IQ+0	[1]
Diplomacy {p. B187}	11	IQ-1	[2]
Electronics Operation/TL8 (Communications) {p. B189}	12	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}	14*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	14*	DX+1	[1]
First Aid/TL8 (Human) {p. B195}	14	IQ+2	[4]
Forced Entry {p. B196}	13	DX+0	[1]
Forensics/TL8 {p. B196}	11	IQ-1	[2]
Freight Handling/TL8 {p. B197}	12	IQ+0	[2]
Gesture {p. B198}	14	IQ+2	[4]
dGuns/TL8 (Pistol) {p. B198}	16	DX+3	[4]
Guns/TL8 (Rifle) {p. B198}	17	DX+4	[14]
dGuns/TL8 (Shotgun) {p. B198}	15	DX+2	[0]
dGuns/TL8 (Submachine Gun) {p. B198}	15	DX+2	[0]
Hiking {p. B20}	11	HT+0	[2]
Karate {p. B203}	14	DX+1	[8]
Parry: 11			
Knife {p. B208}	15	DX+2	[4]
Parry: 10			
Merchant {p. B209}	12	IQ+0	[2]
Parachuting/TL8 {p. B212}	13	DX+0	[1]
Research/TL8 {p. B217}	12	IQ+0	[2]
Savoir-Faire (Espionage) {p. B218}	12	IQ+0	[1]
Scrounging {p. B218}	15	Per+3	[8]
Search {p. B219}	15	Per+3	[12]
Shadowing {p. B219}	13	IQ+1	[4]
Stealth {p. B222}	16	DX+3	[12]
Swimming {p. B224}	11	HT+0	[1]
Throwing {p. B226}	14	DX+1	[4]
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-2 cr	C	—	—	
Karate: Punch		14	11	1d cr	C	—	—	
Karate: Kick		12	—	1d+1 cr	C,1	—	—	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing		15	10	1d-1 cut	C,1	6	4	
Large Knife: thrust		15	10	1d-1 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, .40	16	2d pi+	2	150 yd / 1.08 mi	3	15+1(3)	9	-2	2	3	
Large Knife	9	1d-1 imp	—	8.8 yd / 16.5 yd	1	T(1)	6	-2	—	4	
Sniper Rifle, .338: w/o bipod	17	9d+1 pi	6+3	1500 yd / 3.12 mi	1	4+1(3)	11B†	-6	4	3	
Sniper Rifle, .338: w/ bipod	17	9d+1 pi	6+3	1500 yd / 3.12 mi	1	4+1(3)	8B†	-6	4	3	

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.

ST "B": The weapon has an attached bipod. When firing from the prone position using the bipod, treat the weapon as though it were braced *and* reduce its ST requirement to 2/3 of the listed value (round up); e.g. ST 13 becomes ST 9.

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	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		
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	Radio Earbud, Secure	5000	8 oz
1	Silencer (Rifle)	400	1 lb
1	Sniper Rifle, .338	5600	17.5 lb
1	Sniper Rifle, .338 (Ammunition)	16	12.8 oz
1	Synergy Jewelry (1x 24 hrs)	0	—
Totals:		12752	28.7 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		[120]
Advantages, Perks		[43]
Disadvantages, Quirks		[-35]
Skills, Techniques		[122]
Total Points Spent:		250
Unspent Points:		3