



Name: Reestheus
Race: Hive Worlder
Appearance:

Player: Reto Mägli
Ht: 1.75m Wt: 170 lbs Age: 39

Spent: 200
Unspent: 0

CHARACTER SHEET

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

Vision	13	Fright Check	15*	High Jump	2.42 ft
Hearing	13	Consciousness	11	Money	8245†
Touch	13	Death Check	11		
Taste/Smell	13	Broad Jump	3.33 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +3480 from 'Magnum Pistol, 15mmCLP'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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

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.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +3*

* Includes: +3 from 'Charisma'

TEMPLATES AND META-TRAITS

Name	Pts
Hive Worlder {p. wiki}	[1]
Description: The great hives are not like other worlds in the Imperium, and your are not like the common man. Technology has surrounded you all your life and you find its rarity elsewhere bemusing. You are an adventurer, an opportunist - more inquisitive than your fellows and certainly quicker on the draw!	
Hiver Talent 1 {p. wiki}	[5]
Description: Skill Bonus to Computer Operation, Electronics Operation (Surveillance, Security, Communications, Media)	
Combat Reflexes {p. B43}	[15]
Crowd Adaption	[1]
Description: You can move through crowds at full basic move	
Anti-Talent (Outdoor Survival) -4 {p. B134}	[-20]
Description: You can never learn Survival skills and you have an extra -1 per level on your skill defaults	

ADVANTAGES

Name	Pts
Charisma 3 {p. B41}	[15]
Gunslinger (Guns (Pistol) only, -60%) {p. B58}	[10]
Legal Enforcement Powers 3 (Free, *0) {p. B65}	[0]
Legal Immunity 1 (Free, *0) {p. B65}	[0]
Signature Gear (Hand Cannon) 1 {p. B85}	[1]

PERKS

Name	Pts
Dial-a-Round (Guns (Pistol)) {p. GF17}	[1]
Description: If you use a weapon loaded with two or more different types of projectiles, you can always fire a type of your choice, as long as there's still one remaining in the weapon. This is entirely cinematic, of course, as there's no way the cartridges can rearrange the order in which they are loaded! For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of his next maneuver, the PC has to shout out loud which round he's going to shoot! You must specialize by shooting skill.	

PERKS (continued)

Name	Pts
Flimsy Cover {p. GF19}	[1]
Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-popular overturned saloon table will shed enemy bullets like tank armor, regardless of DR and HP. This only works against small arms – and only while you hide. As soon as you expose yourself, the world works normally again.	
Off-Hand Weapon Training (Guns (Pistol)) {p. MA50, GF20}	[1]
Pistol-Fist {p. GF21}	[1]
Description: You can roll against Beam Weapons (Pistol) or Guns (Pistol) – you must specialize – to pistol-whip people. Treat this as a punch with brass knuckles. You can also parrymelee attacks at (shooting skill/2) + 3, and even use this parry when slapping aside guns in close combat (see p. B376). Usenotes: Your basic Parry is (shooting skill/2) + 3.	
Quick Reload (Detachable Magazine) {p. GF21}	[1]
Description: You can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most modern automatics), Muzzleloader (for black-powder guns), Swing-Out Revolver (formodern revolvers), etc. See High-Tech for a full list. A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine or for Swing-Out Revolver (with a speedloader), or with a single Ready maneuver for every other specialty but Muzzleloader. For the Muzzleloader specialty, you can take several levels of this perk, and a successful Fast-Draw roll chops 25% per level off reload time, to a minimum of three seconds. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film!	
Tracer Eyes {p. GF22}	[1]
Description: You can see the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill. This becomes a realistic perk for experienced shooters (Guns at DX+2 or better) with Acute Vision.	
Weapon Bond (Guns (Pistol)) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES

Name	Pts
Duty (Inquisition, 15 or less, Extremely Hazardous) {p. wiki}	[-20]
Description: You must obey your master, the Inquisitor or face destruction.	
Miserliness (9 or less, *1.5) {p. B144}	[-15]

QUIRKS

Name	Pts
Electoo	[-1]
Gunfire Scar Torso	[-1]
Huge Mole Left Leg	[-1]
Nippel Piercing	[-1]
Tattoo Left Leg	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	11	DX-2	[1]
Acting {p. B174}	12	IQ-1	[1]
Axe/Mace {p. B208}	12	DX-1	[1]
Parry: 10			
Carousing {p. B183}	11	HT+0	[1]
Climbing {p. B183}	12	DX-1	[1]
Computer Hacking/TL10 {p. B184}	10	IQ-3	[1]
Computer Operation/TL10 {p. B184}	14*	IQ+1	[1]
Computer Programming/TL10 {p. B184}	11	IQ-2	[1]
Detect Lies {p. B187}	11	Per-2	[1]
Diplomacy {p. B187}	11†	IQ-2	[1]
Electronics Operation/TL10 (Communications) {p. B189}	13*	IQ+0	[1]
Electronics Operation/TL10 (Media) {p. B189}	13*	IQ+0	[1]
Electronics Operation/TL10 (Security) {p. B189}	13*	IQ+0	[1]
Electronics Operation/TL10 (Surveillance) {p. B189}	13*	IQ+0	[1]
Electronics Repair/TL10 (Security) {p. B190}	12	IQ-1	[1]
Explosives/TL10 (Demolition) {p. B194}	12	IQ-1	[1]
Fast-Draw/TL10 (Ammo) {p. B194}	14‡	DX+1	[1]
Fast-Draw (Grenade) {p. B194}	14‡	DX+1	[1]
Fast-Draw (Knife) {p. B194}	14‡	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	14‡	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	14‡	DX+1	[1]
Fast-Talk {p. B195}	12†	IQ-1	[1]
Gambling {p. B197}	12	IQ-1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Guns/TL10 (Pistol) {p. B198}	18 [§]	DX+5	[16]
dGuns/TL10 (Rifle) {p. B198}	16	DX+3	[1]
dGuns/TL10 (Shotgun) {p. B198}	16	DX+3	[1]
Holdout {p. B200}	12	IQ-1	[1]
Interrogation {p. B202}	12	IQ-1	[1]
Intimidation {p. B202}	12 [†]	Will-1	[1]
Jumping {p. B203}	13	DX+0	[1]
Knife {p. B208}	13	DX+0	[1]
Parry: 9			
Liquid Projector/TL10 (Sprayer) {p. B205}	13	DX+0	[1]
Lockpicking/TL10 {p. B206}	12	IQ-1	[1]
Observation {p. B211}	12	Per-1	[1]
Running {p. B218}	10	HT-1	[1]
Savoir-Faire (Mafia) {p. B218}	13 [†]	IQ+0	[1]
Scrounging {p. B218}	13	Per+0	[1]
Search {p. B219}	12	Per-1	[1]
Shadowing {p. B219}	12	IQ-1	[1]
Smuggling {p. B221}	12	IQ-1	[1]
Stealth {p. B222}	12	DX-1	[1]
Streetwise {p. B223}	12 [†]	IQ-1	[1]
Throwing {p. B226}	12	DX-1	[1]
Thrown Weapon (Knife) {p. B226}	13	DX+0	[1]
Traps/TL10 {p. B226}	12	IQ-1	[1]
Urban Survival {p. B228}	12	Per-1	[1]
* Includes: +1 from 'Hiver Talent'		‡ Includes: +1 from 'Combat Reflexes'	
† Conditional: +3 from 'Charisma' when making Influence rolls		§ Conditional: +1 from 'Weapon Bond (Guns (Pistol))'	

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	13	—	1d-2 cr	C	—	—	—	
Kick <i>Skill used: DX-2</i>	11	—	1d-1 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	13	10	1d-2 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Axe <i>Skill used: Axe/Mace</i>	12	10U	1d+4 cut	1	11	4	4	
Long Knife: Knife swing <i>Skill used: Knife</i>	13	10	1d+1 cut	C,1	7	1.5	4	
Long Knife: Knife thrust <i>Skill used: Knife</i>	13	10	1d imp	C,1	7	1.5	4	
Long Knife: Shortsword swing <i>Skill used: Knife-4</i>	9	8	1d+1 cut	1	7	1.5	4	
Long Knife: Shortsword thrust <i>Skill used: Knife-4</i>	9	8	1d imp	C,1	7	1.5	4	
Magnum Pistol, 15mmCLP: Pistol Fist <i>Skill used: Guns (Pistol)+1</i>	19	13	1d+2 cr	C	11	3	3	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Holdout Pistol, 7.5mmCLP <i>Skill used: Guns (Pistol)</i>	18	3d pi-	1	150 yd / 1.02 mi	3	18+1(3)	6	-1	2	1	3	
Magnum Pistol, 15mmCLP: Primary <i>Skill used: Guns (Pistol)+1</i>	19	6d+2 pi++	3	353 yd / 2.22 mi	3	9+1(3)	11	-2	4	3	3	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is unbalanced. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

SLAM TABLE				
1-2	3-4	5-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	6	—
Hands	4	—
Legs	6	—
Feet	4	—

Bonus DR: 0
Bonus DB: 0

Notes:

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

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.

TECHNIQUES			
Name	Level	Relative	Pts
Dual-Weapon Attack (Guns (Pistol)) (p. MA83, B230)	18	def+4	[5]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10	11 12 13 14 15 16 17 18 19 20 21	22 23 24 25 26 27 28 29 30 31 32	33 34 35 36 37 38 39 40 41 42 43	44 45 46 47 48 49 50 51 52 53 54

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.

