



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	8440†
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 † Double with a running start
‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +2*

* Includes: +2 from 'Charisma'; Conditional: +1 from 'Influence' when talent matters

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 2 {p. B41}	[10]
Gunslinger (Guns (Pistol) only, -60%) {p. B58}	[10]
Influence 1 {p. B89}	[5]
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.	
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.	

PERKS (continued)

Name	Pts
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). Usernotes: 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
Breast Nippel Piercing	[-1]
Electoo	[-1]
Hugfire Scar Torso	[-1]
Huge Mole Left Leg	[-1]
Tattoo Left Leg	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	11	DX-2	[1]
Acting {p. B174}	13*	IQ+0	[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}	12*	Per-1	[1]
Diplomacy {p. B187}	12‡	IQ-1	[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}	13‡	IQ+0	[1]
Gambling {p. B197}	12	IQ-1	[1]
Guns/TL10 (Pistol) {p. B198}	18¶	DX+5	[16]
¶Guns/TL10 (Rifle) {p. B198}	16	DX+3	[1]
¶Guns/TL10 (Shotgun) {p. B198}	16	DX+3	[1]
Holdout {p. B200}	12	IQ-1	[1]
Interrogation {p. B202}	13*	IQ+0	[1]
Intimidation {p. B202}	12**	Will-1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
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 'Influence'	§ Includes: +1 from 'Combat Reflexes'		
† Includes: +1 from 'Hiver Talent'	¶ Conditional: +1 from 'Weapon Bond (Guns (Pistol))'		
‡ Includes: +1 from 'Influence'; Conditional: +2 from 'Charisma' when making Influence rolls	** Conditional: +2 from 'Charisma' when making Influence rolls		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[140]
Advantages, Perks	[34]
Disadvantages, Quirks	[-40]
Skills, Techniques	[66]
Total Points Spent:	200
Unspent Points:	0