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ST 14	[40]	HP	14	[0] Basi Spee			[•	·10]
DX 14	[80]	Will	14	[0] Basi Move			[0]
IQ 14	[80]	Per	14	[0] BL	39 I	b	(ST.,	ST)/5
HT 12	[20]	FP	12	[O]	1d	Sw	2c	
TL 8					[D] SM	+0			
Vision		14	Friah	nt Check	<u> </u>	Hia	h Jump) 2	2.17	ft
Hearing		14		sciousne					-94	59
Touch		14	Deat	h Checł	< 12					
Taste/Smel		14	Broa	d Jump	3 yd					
		E	NCUN	MBRAN	CE TAE	BLE				
Name		None	e «	Light »	Me	d	Hvy)	K-H	vy
_Lifting		<u>×1</u>		<u>×2</u>	×3		<u>×6</u>	,	_ <u>×</u> 1(
Basic Movement		39 lb ×1)	78 lb ×0.8	117 ×0.6		234 lb ×0.4		390 ×0.2	
Ground		6 yd		4 yd	<u>-</u> 3 y		2 yd		1 y	
Water		1 yd		1 yd	, 1 y		1 yd		1 y	
				1	2		3		4	
Dodge		9		8	7		6		5	
			LIF	FTING F	EATS					
	1	I-Han	nd 2	2-Hand	Shov	ve/Ca	arry or	1	Shi	ft
Name		Lift		Lift [†]	Ove	r‡ I	Back§	S	ligh	ntly
Basic		78 lb		312 lb	468	lb !	585 lb	1	950) lb
* Takes 2 secor † Takes 4 secor					E Double w			Lhacas		
T Takes 4 Seco								Hvy er	IC.	
	٦	ГЕМР	PLATE	S AND	META-	TRAIT	S			
Name										
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DISADVANIAGES (continued)	
Name	Pts
Secret (Accessory to many crimes; Imprisonment or Exile)	[-20]
{p. B152}	
Sense of Duty (Nation) {p. B153}	[-10]
Sense of Duty (Team) {p. B153}	[-5]
QUIRKS	
Name	Pts
Likes Football (NOT Soccer) {p. B164}	[-1]
Likes Haggis (p. R164)	r + 1

Likes Football (NOT Soccer) {p. B164}	[-1]
Likes Haggis {p. B164}	[-1]
Likes Scotch {p. B164}	-1]
Obsession (Cleaning) {p. B164}	[-1]
Staid {p. B164}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Brawling {p. B182}	15	DX+1	[2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and			
skill level. You may add the modifier "Has			
Gauntlets/Brass Knuckles" or "Has Boots" to apply the			
+1 damage to Punch or Kick, as appropriate. Parry: 10			
Climbing {p. B183}	13	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	13	DX-1	i 11
Driving/TL8 (Heavy Wheeled) {p. B188}	14	DX+0	[2]
Fast-Draw/TL8 (Ammo) {p. B194}	14	DX+0	11
Fast-Draw (Knife) {p. B194}	14	DX+0	î 1
Fast-Draw (Pistol) {p. B194}	0	DX-14	[0]
Guns/TL8 (Pistol) {p. B198}	17	DX+3	[8]
dGuns/TL8 (Rifle) {p. B198}	15	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	15	DX+1	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	15	DX+1	[1]
Knife {p. B208}	16	DX+2	[4]
Parry: 10			
Stealth {p. B222}	14	DX+0	[2]
Throwing {p. B226}	13	DX-1	[1]
Wrestling {p. B228} Parry: 10	14	DX+0	[2]
HT based	Level	Relative	Pts
Swimming {p. B224}	12	HT+0	[1]
IQ based	Level	Relative	Pts
Acting {p. B174}	15	IQ+1	[4]
Animal Handling (Dogs) {p. 175}	13	IQ-1	11
Camouflage {p. B183}	15	IQ+1	21
UDemisirV/11830, B183	14		
Chemistry/TL8 {p. B183} Computer Operation/TL8 {p. B184}	14 14	IQ+0	[4]
Computer Operation/TL8 {p. B184}			
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187}	14	IQ+0 IQ+0	[4] [1]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media)	14 14	IQ+0 IQ+0 IQ+0	[4] [1] [2]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194}	14 14	IQ+0 IQ+0 IQ+0	[4] [1] [2]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195}	14 14 13	IQ+0 IQ+0 IQ+0 IQ-1	[4] [1] [2] [1]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194}	14 14 13 13	IQ+0 IQ+0 IQ-1 IQ-1	[4] [1] [2] [1] [1]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195}	14 14 13 13 13 15	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1	[4] [1] [2] [1] [1] [4]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195}	14 14 13 13 15 14 13 14 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+1 IQ+0	[4] [1] [2] [1] [1] [4] [1] [2] [4]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197}	14 14 13 13 15 14 13 14 13 14 15	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ-1 IQ+0 IQ+1	[4] [1] [2] [1] [1] [4] [1] [2]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198}	14 14 13 13 15 14 13 14 13 14 15 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ-1 IQ+0 IQ+1 IQ+0	[4] [1] [2] [1] [1] [4] [1] [2] [4] [4] [4] [1]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological)	14 14 13 13 15 14 13 14 13 14 15	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ-1 IQ+0 IQ+1	[4] [1] [2] [1] [1] [4] [1] [2] [4] [4]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199}	14 14 13 13 15 14 [*] 13 14 15 14 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ+1 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0	[4] [1] [2] [1] [4] [4] [4] [4] [4] [4] [1] [2]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical)	14 14 13 13 15 14 13 14 13 14 15 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ-1 IQ+0 IQ+1 IQ+0	[4] [1] [2] [1] [1] [4] [4] [4] [4] [4] [1]
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Foregery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199}	14 14 13 15 14' 13 15 14' 13 14 13 14' 13 14 15 14 15 14 14 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0	$\begin{bmatrix} 4\\ 1\\ 1\\ 2\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\$
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199} Holdout {p. B200}	14 14 13 15 14' 13 15 14 15 14 15 14 15 14 15 14 14 14 14 14 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0	$\begin{bmatrix} 4\\ 1\\ 1\\ 2\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 2\\ 1\\ 1\\ 2\\ 2\\ 1\\ 2\\ 2\\ 1\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\$
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199} Holdout {p. B200}	14 14 13 15 14' 13 15 14' 13 14 15 14 15 14 15 14 15 14 15 14 15	IQ+0 IQ+0 IQ+1 IQ-1 IQ+1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1	$\begin{bmatrix} 4\\ 1\\ 1\\ 2\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 2\\ 2\\ 1\\ 2\\ 2\\ 1\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\ 2\\$
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199} Holdout {p. B200} Housekeeping {p. B221}	14 14 13 15 14' 13 15 14 15 14 15 14 15 14 15 14 14 14 14 14 14	IQ+0 IQ+0 IQ+1 IQ-1 IQ+1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	$\begin{bmatrix} 4\\ 1\\ 1\\ 2\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 2\\ 1\\ 4\\ 1\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 2\\ 1\\ 2\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 1\\ 2\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\ 1\\$
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199} Holdout {p. B200} Housekeeping {p. B220} Smuggling {p. B221} Per based	14 14 13 15 14' 13 14 13 14 13 14 15 14 15 14 14 15 14 14 15 15 Level	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1	[4] [1] [2] [1] [4] [1] [2] [4] [4] [2] [2] [2] [2] [2] [2] [2] [2
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199} Holdout {p. B200} Housekeeping {p. B200} Smuggling {p. B221} Per based Search {p. B219}	14 14 13 15 14' 13 15 14' 13 14 15 14' 15 14 15 14 15 14 15 14 15 14 15 15 Level 14	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+1 IQ+1 Relative Per+0	[4] [1] [2] [1] [4] [1] [2] [4] [4] [2] [2] [2] [2] [2] [2] [2] [2
Computer Operation/TL8 {p. B184} Disguise/TL8 (Human) {p. B187} Electronics Operation/TL8 (Media) {p. B189} Explosives/TL8 (Fireworks) {p. B194} Fast-Talk {p. B195} First Aid/TL8 (Human) {p. B195} Forensics/TL8 {p. B196} Forgery/TL8 {p. B196} Freight Handling/TL8 {p. B197} Gesture {p. B198} Hazardous Materials/TL8 (Biological) {p. B199} Hazardous Materials/TL8 (Chemical) {p. B199} Holdout {p. B200} Housekeeping {p. B200} Smuggling {p. B221} Per based	14 14 13 15 14' 13 14 13 14 13 14 15 14 15 14 14 15 14 14 15 15 Level	IQ+0 IQ+0 IQ-1 IQ-1 IQ-1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1	[4] [1] [2] [1] [4] [1] [2] [4] [4] [2] [2] [2] [2] [2] [2] [2] [2

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	10	1d-1 cr	С	-	-	
Skill used: Brawling							
Brawling: Bite	15	-	1d-1 cr	С	-	-	
Skill used: Brawling							
Brawling: Kick	13	_	1d cr	C,1	_	_	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Domogo	Deceb	0T		N
	OKIII	гану	Damage	Reach	ST	LC	Notes
	16	10	2d-2 cut		5	<u>LC</u> 4	Notes
Small Knife: swing Skill used: Knife	-						Notes
Small Knife: swing	-						Notes
Small Knife: swing Skill used: Knife	16	10	2d-2 cut	C,1	5	4	
Small Knife: swing Skill used: Knife Small Knife: thrust	16	10	2d-2 cut	C,1	5	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Daewoo USAS-12, 12G 2.75" Skill used: Guns (Shotgun)+1 Usernotes: -1 bulk from brass catcher	16	1d+1 pi	3+2	40 yd / 800 yd	6x9	10+1(3)	11†	-6	1/3	2	[1]
MX Animal TASER: Primary Skill used: Guns (Pistol)+1	18	1d-3 pi-	-	7 yd / 7 yd	1	2(3i)	7	-2	2	3	[2]
MX Animal TASER: follow-up Skill used: Guns (Pistol)+1	18	HT-10(0.5) aff	[7 yd / 7 yd		_	7		-	3	
Small Knife Skill used: DX-4	10	1d imp	-	7 yd / 14 yd	1	T(1)	5	-1	-	4	
Walther P99, .40 S&W Skill used: Guns (Pistol)+1 Usemotes: (-1 Bulk from Silencer, -1 Bulk from Brass Catcher)	18	2d+1 pi+	2	140 yd / 1600 yd	3	12+1(3)	8	-4	2	3	[6]

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*. Shots "I": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

		SLAM TABLE			FP	0 FP			ulative with each other and	any effects
1 1d-3	}	2–3 1d-2		4–7 1d-1	121110 765 21	9 8 0 -1 -2 -3 -4 4 3 -5 -6 -7 -8 -9 -10 -11 -10 -11 -10 -11	suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up) loss does not effect ST-based quantitie such as HP and damage.			
PARRY	PARRY	BLOCK	DODGE	OTHER			0 FP or le	ss: Make	a Will roll vs. incapacitation naneuver other than Do Not	
10	10	8	8/9					critica	al failure make an immediate eart attack; every point of FI	e HT roll
Knife	DX	DX	Light					cause	es an equal loss of HP.	
Eyes DR: 0 DB: 0 Neck	Skull DR: 2 DB: 0 Face	Loc. Eyes Neck	HP 2 -	#		НИМА		longe from y	diate unconsciousness; you r lose FP, further FP costs your HP instead.	
DR: 4/1* DB: 0	DR: 0 DB: 0	Skull	-		Roll	Location	Mod.	Roll	Location	Mod.
		_ Face	-		3–4	Skull	-7(f)/-5(b)	-	Vitals [†]	-3
Torso DR: 35/5*+4/1*		Groin			5	Face	-5(f)/-7(b)	-	Eye‡	-9
DB: 0	- Am	14/1* Groin			6–7	Right Leg	-2	-	Ear	-7
	DB		-		8	Right Arm	-2	—	Nose	-7
		ando	s 5 8		9–10	Chest*	-	-	Jaw	-6
		R: 4/1*	8 5		11	Abdomen*	-1	-	Spine [§]	-8
		B: 0 Feet			12	Left Arm	-2	-	Limb Vein/Artery¶	-5
			IS DR: <mark>0</mark>		13–14	Left Leg	-2	-	Neck Vein/Artery	
191		Bonu	IS DB: <mark>0</mark>		15	Hand	-4	-	Arm/Leg Joint**	-5
	Groi				16	Foot	-4	-	Hand/Foot Joint**	-7
			5.		17–18	Neck	-5	-	Groin	-3
	Legs DR: 4/1* DB: 0 Feet DR: 2*+4 DB: 0				† Only ta ‡ Only ta § Only ta ¶ Only ta ** Only ta See also	rgetable by crushing, rgetable by impaling, rgetable by crushing, rgetable by crushing, in argetable by crushing,	impaling, piercin piercing, and tig cutting, impaling npaling, piercing, cutting, piercing 3, Human and Hu	ig, and tig ht-beam b i, piercing , and tigh i, and tigh <i>imanoid I</i>	oll 1d: 1 is a vitals hit instea ht-beam burning attacks ourning attacks g, and tight-beam burning at t-beam burning attacks tt-beam burning attacks <i>Hit Location Table</i> , p. B552,	ttacks

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
1413121110	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
98765	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4321	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69
HP loss effects	are cumulative	with each other a	and any effects s	suffered from FP	loss.
less than 1/3 I	HP: Dodge/2 and	Move/2 (round	up).		
0 HP or le	ss: Make a HT r	oll at -1/full multi	ple of HP below	0 vs. unconsciou	usness at the
	start of vour	next turn and an	v turn vou choos	se a maneuver of	ther than Do

-5×HP or less: Immediate death.

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 Sneed/	Range Table n 859	50		<u> </u>				

o: Size and Speed/Range Table, p.

« Combat » Advanced Body Armor (Pinnacle SOV	• • • •	
	Cost	Weight
Dragonskin) {p. HT66}	4600	17 lb
Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] C		or under
clothing. [5] Use the lower DR versus crushing attacks only Location: torso		
Boots {p. HT68}	80	3 lb
Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Conce	ealable as or u	nder
clothing. [2] Give +1 to kicking damage (p. B271). Location: feet		
Fireproof Suit {p. HT75}	1126	17.8 lb
Description: IL:/ LC:4 DR:4/1* Location:full suit Notes:[4] Uburning damage only. [5] Concealable as or under clothing	Use the higher	DR against
Location: full suit		
		13.8 lb for gear
	500	4 oz
Description: TL:8 Notes: Only works in some areas,		4
	10	4 oz
Cigarette Lighter {p. B288}	10	_
Description: TL:6 Notes: Lights fires.	0.0	0
		8 oz
Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1],	[Mode:swing [
Ranged Weapon Table (p. 275)]		-
00 Buck, 12G 2.75" (Ammunition	128	2.4 lb
10 Cartridges)	120	2.110
Slug, 12G 2.75" (Ammunition, 10	128	2.4 lb
Cartridges)		
		2 lb
Description: TL:Var. Notes: A complete kit for treatin		
ointments, etc. +1 to First Aid skill.	20	4 lb
	20	4 10
Description: Roll vs. Housekeeping to remove biolog	gical evidence.	Enough to
clean up behind one killing Holster Bight Shoulder {n B289}	2001	5.7 lb
Walther P99, .40 S&W {p. H1101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+1 pi A	=	3.5 lb
RoF:3 Shots:16+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pisi		
Accessory rail (p. 161)	tol) Notes:[6], [
Accessory rail (p. 161). Notes: [6]		
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C	atcher)	
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C Integral Targeting Laser (Walther		
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature target	atcher) 450 eting laser with	[6] — I a 150-yard
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place	atcher) 450 eting laser with	[6] — I a 150-yard
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99)	atcher) 450 eting laser with	[6] — I a 150-yard
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C. Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 trs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159}	atcher) 450 eting laser with of the recoil s 1000	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per	atcher) 450 eting laser with of the recoil s 1000	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher	atcher) 450 eting laser with of the recoil s 1000	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W	atcher) 450 eting laser with of the recoil s 1000 die, see Silen	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges)	atcher) 450 eting laser with of the recoil s 1000 die, see Silen 50 64	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289}	atcher) 450 eting laser with of the recoil s 1000 die, see Silen 50 64 514	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90}	atcher) 450 eting laser with of the recoil s 1000 of de, see Silen 50 64 514 1 to Fast-Draw 400	6] = a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Da	atcher) 450 eting laser with o of the recoil sy 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi-	6] a a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Dz Range:7/7 RoF:1 Shots:2(3)) ST:7 Bulk:-2 Rc!:2 Skill:Git [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST:	atcher) 450 eting laser with of the recoil s 1000 r die, see Sileno 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- Jins (Pistol) NO 7 Skill:Guns (F	6] a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 1.5 lb 1.1 lb
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4x1/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:8 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Da Range:7/7 R0F:1 Shots:2(3)) ST:7 Bulk:-2 Rc1:2 Skill:Gt [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a falled HT-10 roll, victim is stunned while trigger is	atcher) 450 eting laser with o of the recoil sy 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- uns (Pistol) No depressed and	6] a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 tes;[2], Pistoi)], [2] i for (20 -
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targe range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:8 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows Use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:9 Notes: Allows use of Holdout, but gives MX Animal to respect to use against huma	atcher) 450 eting laser with o of the recoil si 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi uns (Pistol) Noi 7. Skill:Guns (F depressed anc cover. Integral	6] = a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 tes:[2]], ?istoi)], [2] i for (20 - i targeting
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary D: Range:7/7 RDF:1 Shots:2(3) ST:7 Bulk:-2 Rc1:2 Skill:GG (Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3).	atcher) 450 eting laser with o of the recoil si 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi uns (Pistol) Noi 7. Skill:Guns (F depressed anc cover. Integral	6] = a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 tes:[2]], ?istoi)], [2] i for (20 - i targeting
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Da Range:7/7 RoF:1 Shots:2(3) ST:7 Bulk:-2 Rcl:2 Skill:Ga [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rel laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2	atcher) 450 eting laser with o of the recoil si 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi uns (Pistol) Noi 7. Skill:Guns (F depressed anc cover. Integral	6] a a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 tes:[2]], [2] i for (20 - targeting icted
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Da Range:7/7 RoF:1 Shots:2(3) ST:7 Bulk:-2 Rcl:2 Skill:Gt [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges)	atcher) 450 eting laser with o of the recoil si 1000 die, see Silend 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- uns (Pistol) Noi 7 Skill:Guns (F depressed and cover. Integral ns, and is restr 64	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, 40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Di Range:7/7 RoF:1 Shots:2(3) ST:7 Bulk:-2 RcI:2 Skill:Gr [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289}	atcher) 450 eting laser with e of the recoil s 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- ins, Pistol) Noi 7 Skill:Guns (F depressed and cover. Integral ns, and is restr 64 2350	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 Nots:2(3) ST:7 Bulk:-2 Rcl:2 Skillcdi [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives	atcher) 450 eting laser with e of the recoil s 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- ins, Pistol) Noi 7 Skill:Guns (F depressed and cover. Integral ns, and is restr 64 2350	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:6 Note: Store, 2(3) ST:7 Bulk:-2 Rc1:2 Skill-GG [Mode:Follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives Daewoo USAS-12, 12G 2.75" {p. HT104}	atcher) 450 eting laser with e of the recoil s 1000 r die, see Silenn 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- nrs (Pistol) No 7 Skill:Guns (F depressed and cover. Integral ns, and is restr 64 2350 1 to Fast-Draw 2300	6] 1 a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 targeting ricted 8 oz 17.2 lb 15.2 lb
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, 40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:8 LC:4 Ammo:0.25 lb. [Mode:Primary Dz Range:7/7 RoF:1 Shots:2(3) ST:7 Bulk:-2 Rcl:2 Skill:Gt [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rel laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives Daewoo USAS-12, 12G 2.75" {p. HT104} Description: TL:8 LC:2 Ammo:2.1 lb. Damage:1d+1 pi A	atcher) 450 eting laser with o of the recoil si 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- uns (Pistol) Noi 7 Skill:Guns (F depressed anc cover. Integral ns, and is restr 64 2350 1 to Fast-Draw 2300 wc:3 Range:40	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:6 Note: Store, 2(3) ST:7 Bulk:-2 Rc1:2 Skill-GG [Mode:Follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives Daewoo USAS-12, 12G 2.75" {p. HT104}	atcher) 450 eting laser with o of the recoil si 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- uns (Pistol) Noi 7 Skill:Guns (F depressed anc cover. Integral ns, and is restr 64 2350 1 to Fast-Draw 2300 wc:3 Range:40	6]
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Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:6 Notes: 21:0 Julk:-2 Rcl:2 Skill:Gu [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives Daewoo USAS-12, 12G 2.75'' {p. HT104} Description: TL:8 LC:2 Ammo:2.1 lb. Damage:1d+1 pi A RoF:6x9 Shots:10+1(3) ST:11† Bulk:-5 Rcl:1/3 Skill:Gur First Rcl figure is for shot, second is for slugs. Notes: [1] Usernotes: -1 bulk from brass catcher Forward Grip Usernotes: Gives braced to weapon	atcher) 450 eting laser with o of the recoil sy 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- nrs (Pistol) No depressed and cover. Integral ns, and is restr 64 2350 1 to Fast-Draw 2300 xcc:3 Range:40 ns (Shotgun) N	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:6 Notes: 210: JMIC-2 Skill-CG [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is: HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives Daewoo USAS-12, 12G 2.75'' {p. HT104} Description: TL:8 LC:2 Ammo:2.1 lb. Damage:1d+1 pi A RoF:6x9 Shots:10+1(3) ST:11† Bulk:-5 Rel:1/3 Skill:Gur First Rcl figure is for shot, second is for slugs. Notes: [1] Usernotes: -1 bulk from brass catcher Forward Grip Usernotes: Gives braced to weapon Integral Targeting Laser (Daewoo	atcher) 450 eting laser with o of the recoil s 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi- uns (Pistol) Noi 7 Skill:Guns (F depressed anc cover. Integral ns, and is restr 64 2350 1 to Fast-Draw 2300 xcc:3 Range:40 ns (Shotgun) N	6]
Notes: [6] Usernotes: (-1 Bulk from Silencer, -1 Bulk from Brass C: Integral Targeting Laser (Walther P99) {p. B289} Description: TL:8 Notes: +1 to skill, A miniature targer range, installed inside the grip sideplates or in place \$450, neg., 4xT/2 hrs. LC3. Baffle Suppressor (Walther P99) {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per B412), -4 to Hearing, -1 to Bulk Brass Catcher Walther P99, .40 S&W (Ammunition, 12 Cartridges) Holster, Left Shoulder {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:5 Notes: Allows use of Holdout, but gives MX Animal TASER {p. HT90} Description: TL:6 Notes: 21:0 Julk:-2 Rcl:2 Skill:Gu [Mode:follow-up Damage:HT-10 (0.5) aff Range:7/7 ST: On a failed HT-10 roll, victim is stunned while trigger is HT) seconds afterward, and can then roll vs. HT-5 to rei laser (pp. 56-157). It isn't certified for use against huma (LC3). Notes: [2]] MX Animal TASER (Ammunition, 2 Cartridges) Patrol Sling {p. B289} Description: TL:5 Notes: Allows use of Holdout, but gives Daewoo USAS-12, 12G 2.75'' {p. HT104} Description: TL:8 LC:2 Ammo:2.1 lb. Damage:1d+1 pi A RoF:6x9 Shots:10+1(3) ST:11† Bulk:-5 Rcl:1/3 Skill:Gur First Rcl figure is for shot, second is for slugs. Notes: [1] Usernotes: -1 bulk from brass catcher Forward Grip Usernotes: Gives braced to weapon	atcher) 450 eting laser with o of the recoil s 1000 die, see Silen 50 64 514 1 to Fast-Draw 400 amage:1d-3 pi uns (Pistol) Noi 7 Skill:Guns (f depressed and cover. Integral ns, and is restr 64 2350 1 to Fast-Draw 2300 sc:3 Range:40 ns (Shotgun) N 50 900	6] = a 150-yard pring rod. 1 lb cers (p. 8 oz 1.2 lb 2.6 lb 1.1 lb Acc:0 tes:[2]],[2] i for (20- targeting ricted 8 oz 17.2 lb 15.2 lb //800 lotes:[1], [1] 8 oz
	Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] burning damage only. [5] Concealable as or under clothing Location: full suit Load-Bearing Gear {p. B289} Description: TL:6 Notes: Belt and suspenders with pour Smartphone {p. B288} Description: TL:8 Notes: Only works in some areas, Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Cigarette Lighter {p. B288} Description: TL:6 Notes: Lights fires. Small Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 im Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], cut Reach:C, 1 Parry:-1 ST:5 Skill:Knife], [Mode:thru Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. S Ranged Weapon Table (p. 275)] Notes: [[1]] 00 Buck, 12G 2.75" (Ammunition, 10 Cartridges) Slug, 12G 2.75" (Ammunition, 10 Cartridges) Usernotes: Slugs do 4d+4 pi++, have ROF 3 and giv First Aid Kit {p. B289} Description: TL:Var. Notes: A complete kit for treatin ointments, etc. +1 to First Aid skill. Industrial Strength Cleanser {p. A1:28} Description: Roll vs. Housekeeping to remove biolog clean up behind one killing Holster, Right Shoulder {p. B289} Description: Roll vs. Housekeeping to remove biolog clean up behind one killing Holster, Right Shoulder {p. B289} Description: Roll vs. Housekeeping to remove biolog clean up behind one killing Holster, P99, .40 S&W {p. HT101}	Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] Use the higher burning damage only. [5] Concealable as or under clothing. Location: full suit Load-Bearing Gear {p. B289} 926 Description: TL:6 Notes: Belt and suspenders with pouches and rings Smartphone {p. B288} 500 Description: TL:8 Notes: Only works in some areas, \$20/month fee Flashlight, Mini {p. B288} 10 Description: TL:7 Notes: 15' beam. 1hr. Cigarette Lighter {p. B279, B276} 30 Description: TL:6 Notes: Lights fires. Small Knife {p. B272, B276} 30 Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range: ST*0.5/ST*1 RoF:1 Shots: T(1) ST:5 Bulk:-1], [Mode:shrust Dam:thr-1 im Parry:-1 ST:5 Skill:Knife], [Mode:thrown. See Muscle Por Ranged Weapon Table (p. 275)] Notes: [1]] 00 Buck, 12G 2.75" (Ammunition, 10 128 Cartridges) Slug, 12G 2.75" (Ammunition, 10 128 Cartridges) Slug, 12G 2.75" (Ammunition, 10 128 Cartridges) Usernotes: Sligs do 4d+4 pi++, have ROF 3 and give +1 to Acc First Aid Kit {p. B289} 50 Description: TL:Var. Notes: A complete kit for treating wounds, witt ointments, etc. +1 to First Aid skill. Industrial Strength Cleanser 20 {p. A1:28} Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw Walther P99, .40 S&W {p. HT101} 2110

			numan
	LOAD-OUTS (continued)		
Qtv	« Combat »	Cost	Weight
1	Daewoo USAS-12, 12G 2.75"	2300	15.2 lb
	{p. HT104}		
1	Brass Catcher	50	8 oz
1	Radio, Headset, Secure/Encrypted	5000	8 oz
	{p. B288}		
	Description: TL:8 Notes: With throat mike. 1-mile range. 12h		
	Totals:	15894	63.8 lb
Qty	Rest	Cost	Weight
1	Suitcase, Hard {p. B288}	13565	46.25 lb
1	Description: TL:5 Notes: Holds 100 lbs. DR 4 with key lock. Personal Basics {p. B288}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -2 to		
	it. Includes utensils, tinderbox or flint and steel, towel, et	c., as TL per	mits.
1	Backpack, Small {p. B288}	60	3 lb
1	Description: TL:1 Notes: Holds 40 lbs. of gear. High Fashion Clothes {p. B266}	3000	2 lb
- 1	Description: One complete outfit, ranging in quality from		
	fashions, depending on Status. At minimum: undergarme	ents, plus a ti	unic, blouse,
	or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs.	or dress - a	na suitable
1	Suitcase Lab (Chemistry) {p. B289}	3000	10 lb
	Description: TL:Var. Notes: Basic equipment for a specif	ic scientific s	kill (e.g.,
1	Chemistry or Forensics). Wallet	2200	1.07
1	Credit Cards	0	4 oz
1	US Dollars	1000	_
1	Euros	1000	_
1	Suitcase Lab (Forgery) {p. B289}	3000	10 lb
	Description: TL:Var. Notes: Basic equipment for a specif		
	Chemistry or Forensics).	2000	0 lb
1	Formal Wear {p. B266} Description: Your "best outfit," which will usually include	2000 at least som	2 lb
	accessories (hat, gloves, etc.) or jewelry. 40% of cost of		
10	Industrial Strength Cleanser	50	10 lb
	{p. A1:28}		
	Description: Roll vs. Housekeeping to remove biological clean up behind one killing	evidence. Ei	hough to
	Totals:	13565	46.25 lb
	SCRATCH PAD		

			Dia
POINTS SUMMARY			Pts
Basic Attributes, Secor	ndary Characteristic	s [210]
Advantages, Perks		[104
Disadvantages, Quirks		[-75
Skills, Techniques		[76
	Tota	al Points Spent:	315
	ι	Jnspent Points:	0
	CAMPAIGN LO	G	
Points: (logged) 0	+ (other) 0	= (total) 0	
Initial Character Crea	tion	· · ·	
Character created usin	g GURPS Characte	er Assistant 4	
07.09.2011: 0 pts			
	DESCRIPTION	l	
CLEANED			

CLEANER

Now, you've got a corpse in a car, minus a head, in a garage. Take me to it.

- The Wolf, Pulp Fiction

You make evidence - prints, casings, blood, bodies, and all disappear. You might clean for the mob or tidy up behind ultra-black government operators, but what you do for the team is crucial: make it look like they weren't there, and when that's impossible, make sure that nobody can discover the truth. Some call the assassin (above) a "cleaner," but your art isn't killing. Of course, not every "corpse" is dead yet, and an eyewitness is the most damning evidence.

The cleaner decides how he eliminates evidence. Trucking it off and dumping it with associates requires Driving (Heavy Wheeled), Freight Handling, and Hazardous Materials, plus a Contact Group. A successful skill roll by the Contact Group means the goods are incinerated, dumped overboard, or otherwise truly gone. A cleaner might use Animal Handling to feed bodies to animals; Chemistry to dissolve organic matter in acid; Explosives (Fireworks) for convenient fires; Acting, Disguise, and Fast-Talk to pose as the coroner; Electronics Operation (Media) to doctor security videotapes; and/or Forgery to fake death certificates.

Spies often make live people vanish. Such "hostile extractions" demand Observation and Shadowing, usually followed by Brainwashing or Interrogation. Cover-ups are also common; learn Propaganda for that.