

# Strike Team

Name: David 'Cupido' Mason  
Race: Human  
Appearance:

Player: Tobias Kaufmann  
HT: Wt: Age:

Spent: 350  
Unspent: 0

## CHARACTER SHEET

ST	11	[ 10]	HP	11	[ 0]	Basic Speed	7	[ 5]
DX	16	[ 120]	Will	14	[ 0]	Basic Move	7	[ 0]
IQ	14*	[ 40]	Per	14	[ 0]	BL	24 lb	(ST×ST)/5
HT	11	[ 10]	FP	11	[ 0]	Thr	1d-1	Sw 1d+1
TL	8	[ 0]	SM	+0				

\* Includes: +1 from 'Extra IQ', +1 from 'Extra IQ'

Vision	14	Fright Check	16*	High Jump	2.67 ft
Hearing	14	Consciousness	12†	Money	4000
Touch	14	Death Check	12‡		
Taste/Smell	14	Broad Jump	3.67 yd		

\* Includes: +2 from 'Combat Reflexes'

‡ Includes: +1 from 'Hard to Kill'

† Includes: +1 from 'Hard to Subdue'

### 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	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

### 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: +0*

\* Conditional: -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Healer'

### CULTURAL FAMILIARITIES

Name	Pts
Western (Native) {p. B23}	[ 0]

### LANGUAGES

Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
Latin {p. B24}	—	Literate	[ 2]

Description: At TL 3 and below Illiteracy doesn't count against the Disadvantage Limit. This can be changed by checking (or unchecking) the 'Do Not Count Against Disadvantage Limit' box in the Edit window.

### TEMPLATES AND META-TRAITS

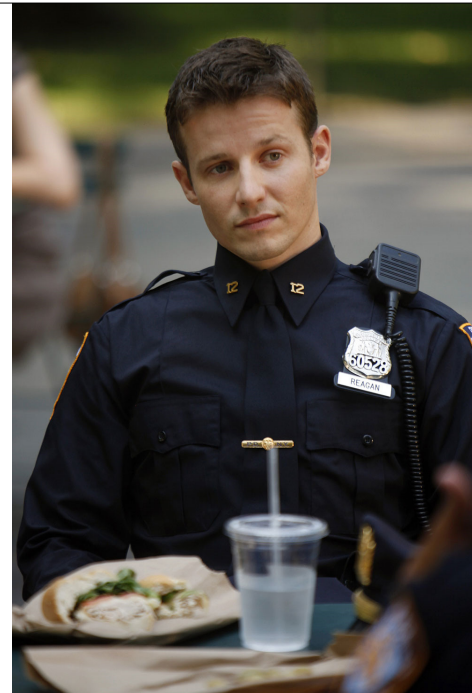
Name	Pts
Assassin (Action) {p. A1:7}	[ 0]

Description: Hit man, license to kill, or a sniper with a uniform and serial number -- you kill people for a living.

### ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[ 15]
Contact (Dr Tiger - Coroner; Effective Skill 21; 9 or less, *1; Somewhat Reliable, *1) {p. B44}	[ 4]
Craftiness 4 {p. A1:19}	[ 20]
Extra IQ 1 (Because you are Cupido; Affects IQ, +0%)	[ 20]

Description: The Extra IQ advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra IQ advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.



### ADVANTAGES (continued)

Name	Pts
Extra IQ 1 (Cleaner; Affects IQ, +0%)	[ 20]
Description: The Extra IQ advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra IQ advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	
Gunslinger {p. B58}	[ 25]
Hard to Kill 1 {p. B58}	[ 2]
Hard to Subdue 1 {p. B59}	[ 2]
Healer 1 {p. B90}	[ 10]
Description: Diagnosis, Esoteric Medicine, First Aid, Pharmacy, Physician, Physiology, Psychology, Surgery, Veterinary	
Luck {p. B66}	[ 15]
Patrons (Conspirators; 9 or less, *1) {p. B72}	[ 20]
Description: 20 POINTS An extremely powerful organization (assets of at least 1 million times starting wealth); Heisst: 10 Milliarden \$ "Macht" haben die Patrons	
Unfazeable {p. B95}	[ 15]

### PERKS

Name	Pts
Honest Face {p. B100}	[ 1]
Pistol-Fist (Guns (Pistol)) {p. PU2:6}	[ 1]
Description: Manually add close combat attack w. parry at skill/2 +3	

### DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[ -10]
Callous {p. B125}	[ -5]
Duty (The City of Angels; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[ -20]
Enemy (Judge Goodwill; More powerful than the PC; 9 or less, *1) {p. B135}	[ -20]
Loner (12 or less, *1) {p. B142}	[ -5]
Obsession (The Killers of my Parents; 12 or less, *1) {p. B1140}	[ -5]
Sense of Duty (Team) {p. B153}	[ -5]

### QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[ -1]
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]

### SKILLS

DX based	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-2	[ 1]

SKILLS (continued)			
DX based	Level	Relative	Pts
Brawling {p. B182} 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: 12	17	DX+1	[ 2 ]
Climbing {p. B183}	15	DX-1	[ 1 ]
Crossbow {p. B186}	16	DX+0	[ 1 ]
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[ 1 ]
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[ 1 ]
Forced Entry {p. B196}	16	DX+0	[ 1 ]
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	[ 1 ]
Guns/TL8 (Rifle) {p. B198}	18	DX+2	[ 4 ]
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[ 1 ]
Knife {p. B208} Parry: 11	16	DX+0	[ 1 ]
Stealth {p. B222}	20†	DX+4	[ 2 ]
Throwing {p. B226}	16	DX+0	[ 2 ]
Wrestling {p. B228} Parry: 12	16	DX+0	[ 2 ]
IQ based	Level	Relative	Pts
Acting {p. B174}	18†	IQ+4	[ 2 ]
Camouflage {p. B183}	18†	IQ+4	[ 1 ]
Chemistry/TL8 {p. B183}	13	IQ-1	[ 2 ]
Computer Operation/TL8 {p. B184}	14	IQ+0	[ 1 ]
Diagnosis/TL8 (Human) {p. B187}	14‡	IQ+0	[ 2 ]
First Aid/TL8 (Human) {p. B195}	16‡	IQ+2	[ 2 ]
Forensics/TL8 {p. B196}	12	IQ-2	[ 1 ]
Holdout {p. B200}	19†	IQ+5	[ 4 ]
Housekeeping {p. B200}	16	IQ+2	[ 4 ]
Pharmacy/TL8 (Synthetic) {p. B213}	14‡	IQ+0	[ 2 ]
Physician/TL8 (Human) {p. B213}	14‡	IQ+0	[ 2 ]
Poisons/TL8 {p. B214}	13	IQ-1	[ 2 ]
Psychology (Human) {p. B216}	14§	IQ+0	[ 2 ]
Research/TL8 {p. B217}	14	IQ+0	[ 2 ]
Shadowing {p. B219}	18†	IQ+4	[ 2 ]
Smuggling {p. B221}	15	IQ+1	[ 4 ]
Speed-Reading {p. B222}	13	IQ-1	[ 1 ]
Surgery/TL8 (Human) {p. B223}	13‡	IQ-1	[ 2 ]
Per based	Level	Relative	Pts
Observation {p. B211}	14	Per+0	[ 2 ]
Search {p. B219}	14	Per+0	[ 2 ]
Tracking {p. B226}	15	Per+1	[ 4 ]
* Includes: +1 from 'Combat Reflexes'	‡ Includes: +1 from 'Healer'		
† Includes: +4 from 'Craftiness'	§ Includes: +1 from 'Healer'; Conditional: -3 from 'Callous' when attempting to help people		



CAMPAIGN LOG	
<b>Points:</b> (logged) 100	+ (other) 0 = (total) 100
<b>Multiclass Cleaner</b>	
+IQ [20] +Unfazeable [15] +Holdout [2] +Smuggling [2] +Search [2] +Tracking [2] +Housekeeping [4] +Handcuffing [1] +Pistol-Fist [1] +Honest Face [1]	
<i>21.01.2012: 50 pts</i>	
<b>Back To Cupido</b>	
50 Pkte um zurück zum Charakter von Cupido zu kommen	
+IQ [20] (Weil das sein höchstes Attribut war) +Hard to Kill 1 [2] +Hard to Subdue 1 [2] +Combat Reflexes [15] +Healer 1 [10] Throwing [1] (Sein Lieblingsspielzeug darf nicht vergessen gehen)	
<i>21.01.2012: 50 pts</i>	
<b>Initial Character Creation - Strike Team Assassin</b>	
Eigene Lens erstellt: Medical Science	
Language (Written, Latin, Literate) [4] Oder was auch immer Cupido will	
Chemistry [2] Diagnosis [2] First Aid [2] Forensics [1] Pharmacy [2] Physician [2] Psychology [2] Research [2] Speed-Reading [1] Surgery [2]	
Quirks: +Throwing (HG's sind Topp! Findet Cupido) +Contact Dr Tiger [4]	
<i>21.01.2012: 0 pts</i>	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 185 ]
Advantages, Perks	[ 172 ]
Disadvantages, Quirks	[ -75 ]
Skills, Techniques	[ 68 ]
<b>Total Points Spent:</b>	<b>350</b>
<b>Unspent Points:</b>	<b>0</b>