

Name: Imba M'Bolo Race: Human

Player: Stefan Leuenberger

Spent: 141 Unspent: 0

Ht: Wt: Age: Appearance: Asylant aus Somalia, hat einer Miliz angehört... obschon das schon ein paar Jahre zurück liegt, hat er seit dem Ausbruch nichts gemacht als Zombies umgebracht. Er ist ein

DX 12 [40] Will 10 [0] Basic Move 6 [0] IQ 10 [0] Per 11 [5] BL 24 lb (ST-ST)c HT 12' [20] FP 12 [0] Thr 1d-1 Sw 1d+1 * Cond. +3 from 'Resistant to Disease' TL 8 [0] SM +0 Vision 11 Taste/Smell 11 Death Check 12 Touch 11 Consciousness 12	CHA	RACTE	R SF	IEET				ex	zener	liter	Schi	1120
DX 12 1 40 Will 10 1 0 Move 5 1 0 IQ 10 [0] Per 11 [5] BL 24 lb (ST-ST)E HT 12' [2] 00 The 1d-1 SM 1d+1 * Cond. +3 from "Resistant to Disease" [0] SM +0 Vision 11 Taste/Smell 1 Death Check 12 Hearing 11 Taste/Smell 1 Death Check 12 Hearing 11 Consciousness 12 HH -4xHP Hearing 11 Consciousness 12 Hit 12 Hit 14 How 22 and Move2 (round up). 13 14 14 12 14	ST 11	[10]	HP	14	[<mark>6</mark>]	Basic Speed	6		[0]
HT 12' 20' FP 12' 0 The d-1 W d+1 * Cond. +3' from 'Resistant to Disease' TL 8 [0] SM +0 Vision 11 Taste/Smell 11 Death Check 12 Hearing 11 Fright Check 10 Touch 11 Consciousness 12 HP 0 HP -1.14P -2.xHP -3.xHP -4.xHP 98776 6 6.7.89 manual manual manual manual 10uch 11 Consciousness 12	DX 12	[40]	Will	10	[0]		6		[0
HT 12' [20] FP 12 [0] 1d-1 1d+1 *Cond.+3 from Resistant to Disease' TL 8 [0] SM +0 Vision 11 Taste/Smell 11 Death Check 12 Hearing 11 Fright Check 10 Touch 11 Consciousness 12 HP 0 HP -1xHP -2xHP -3xHP -4xHP Gistating 012 12 -4xHP -3xHP -4xHP Gistating 012 -1xHP -2xHP -3xHP -4xHP Gistating 014 -1th HP -2xHP -3xHP -4xHP Gistating 014 -1th HP -2xHP -3xHP -4xHP Gistating 014 -1th HIP -2xHP -3xHP -4xHP Gistating 014 -1th HIP -2xHP -3xHP -4xHP Gistating 014 -1th HIP -2xHP -3xHP -4xHP Gistating 0FP 0FP 0FP -1xFP -1xFP -1xFP	IQ 10	[<mark>0</mark>]	Per	11	[5]	BL	24 I	b	(ST×	ST)/5
TL 8 [0] SM +0 Vision 11 Fright Check 10 Touch 12 Hearing 11 Fright Check 10 Touch 12 HP 0 HP -1xHP -2xHP -3xHP -4xHP ISTED S 627.89 isseed and any effects suffered from FP loss. isseed and any effects suffered from FP loss. IBS Tell S 627.89 isseed and any effects suffered from FP loss. isseed and any effects suffered from FP loss. IBS Tell S 627.89 isseed and to low-2 (cond up). OH or loss: isseed and to low-2 (cond up). IHP or less: isseed and to low-2 (cond up). FP loss effects are cumulative with each other and any effects suffered from HP loss. ISS 105 50.29.89 iss does not effect S1-based partition loss of HP. ITS FP issee Stelects are cumulative with each other and any effects suffered from HP loss. iss does not effect S1-based partition loss of HP. ISS 105 50.29.89 iss does not effect S1-based partition loss of HP. iss does not effect S1-based partition loss of HP. ISS 105 12.92.40 iss does not effect S1-based partitions effect S1-based part	HT 12	• [20]	FP	12	[I-1	Sw	1d+	1
Vision 11 Taste/Smell 11 Death Check 12 Hearing 11 Fright Check 10 Image: Check in the image:	* Cond. +3 fr	om 'Resista	ant to Di	sease'						I		
Hearing 11 Fright Check 10 Touch 11 Consciousness 12 HP 0 HP -1xHP -2xHP -3xHP -4xHP Isignizitio 0 12 2:34 in some in some in some in some in some in some in an end of a distribution of the some in	TL 8						[0]	SM	+0)	
Touch 11 Consciousness 12 HP 0 HP -1xHP -2xHP -3xHP -4xHP 131 12 Immune								Deat	n Che	eck	1	2
Image: Solution of the second seco							-					
Inger lose FP, further FP costs are lost from your HP instead. LIFTING FEATS 1-Hand 2-Hand Shove / Carry on Shift Name Lift* Dift Dover # Back \$ Slightly Basic 48 lb 192 lb 288 lb 360 lb 1200 lb * Takes 2 seconds to complete ‡ Double with a running start ‡ Double with a running start 5 do lb 1200 lb * Takes 4 seconds to complete ‡ Double with a running start 5 do lb 1.39 yd 4 do lb JUMP TABLE Mvmt. Rest 1 2 3 yd 4 do lb 5+ High 2.17 ft 2.67 ft 1.06 yd 1.22 yd 1.39 yd 5.44 yd 6 do do Breact 10 2.67 rd 1.06 yd 1.22 yd 1.39 yd 6 yd 6 yd Bread 3.67 yd 4.33 yd 5 yd 5.67 yd 6 yd Status: +0 CULTURAL FAMILIARITIES Native Pts Mative Spoken Written Pts Somali (Native) {	HP loss effec less than 1/3 0 HP or -1×HP or -5×HP or FP 2111098 76543	3 [2] 1 1011123 202627 30300044 225656 60672860 HP loss effects are cumulative with each other and any effects suffered from FP loss. ess 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. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death. FP 0 FP [1]10 9 8 0 -1-2-34 [6]5 4 3 -5-6-7-8-9 [1] -10+11 [2]1 -10+11 [2]1 -10+11 [2]1 -10+11 [3]2 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										
JUMP TABLE Mvmt. Rest 1 2 3 4 5+ High 2.17 ft 2.67 ft 1.06 yd 1.22 yd 1.39 yd 1.44 yd Broad 3 yd 3.67 yd 4.33 yd 5 yd 5.67 yd 6 yd REACTION MODIFIERS Appearance: +0 Status: +0 Other: -2* *-2 from 'Bully', Cond1 from 'Callous' when past victim, or has Empathy Pts CULTURAL FAMILIARITIES Native Pts African (Native) {p. B23} [0] O Non-native Pts Western {p. B23} [1] O LANGUAGES Spoken Written Pts Somali (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts German {p. B24} Accented Accented 4ccented 4ccented 4ccented 4 ADVANTAGES Pts [1] [3] [3] [3] [3]						nom yc	ui i ii	instead				
Mvmt. High Broad Rest 2.17 ft 3 yd 1 2.67 ft 3.67 yd 1.06 yd 4.33 yd 1.22 yd 5 yd 1.39 yd 5.67 yd 5.44 yd 6 yd REACTION MODIFIERS Appearance: +0 Status: +0 Other: -2" *-2 from 'Bully', Cond1 from 'Callous' when past victim, or has Empathy CULTURAL FAMILIARITIES Native Pts African (Native) {p. B23} [0] Non-native Pts Western {p. B23} [1] LANGUAGES Written Pts Somali (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts German {p. B24} Accented Accented 4 Accented Accented 4 Abrox Fres Somali to Disease (+3 to resist) {p. B81} [1] 3 PERKS Name Pts	Basic * Takes 2 se	conds to co	Lift* 48 lb mplete	d 2	-Hand Lift [†] 192 lb	FEATS Sho Ov 28 ‡ Double	S ove / ver‡ 8 lb with a	Cai Ba 3(running	ry or ack [§] 50 lb	5	Sligh 1200	tly
Appearance: +0 Status: +0 Other: -2* * -2 from 'Bully', Cond1 from 'Callous' when past victim, or has Empathy CULTURAL FAMILIARITIES Native Pts African (Native) {p. B23} [0] Non-native Pts Western {p. B23} [1] LANGUAGES Native Native Spoken Written Pts Somali (Native) {p. B24} Native Non-native Spoken Written Pts Somali (Native) {p. B24} Native Accented Accented ADVANTAGES Pts Luck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3] PERKS Name	Basic * Takes 2 se	conds to co	Lift* 48 lb mplete	d 2	e-Hand Lift [†] 192 lb	FEATS Sho Ov 28 ‡ Double § Lose 1	S ove / ver‡ 8 lb with a	Cai Ba 3(running	ry or ack [§] 50 lb	5	Sligh 1200	tly
Status: +0 Other: -2* *-2 from 'Bully', Cond1 from 'Callous' when past victim, or has Empathy CULTURAL FAMILIARITIES Native Pts African (Native) {p. B23} [0] Non-native Pts Western {p. B23} [1] LANGUAGES Native Native Spoken Written Pts Somali (Native) {p. B24} Native Non-native Spoken Written Pts Somali (Native) {p. B24} Native Non-native Spoken Written Pts German {p. B24} Accented ADVANTAGES Pts Name Pts Inck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3]	Basic * Takes 2 see † Takes 4 see Mvmt. High	conds to co conds to co Rest 2.17 ft	Lift* 48 lb implete implete 2.	d 2 JI 1 <u>67 ft</u>	2-Hand Lift [†] 192 lb JMP T 2 1.06	FEATS Sho Ov 28 ‡ Double § Lose 1 ABLE yd 1.	5 ove / /er‡ 8 lb with a FP/sec 3 .22 yr	Car Bi 36 running: while of d 1.	rry or ack [§] 50 lb g start over X- 4 39 yc	E Hvy e	Sligh 1200 enc. 5+ .44	yd
*-2 from 'Bully', Cond1 from 'Callous' when past victim, or has Empathy CULTURAL FAMILIARITIES Native Pts African (Native) {p. B23} [0] Non-native Pts Western {p. B23} [1] LANGUAGES Written Native Spoken Written Pts Somali (Native) {p. B24} Native Non-native Spoken Written Pts Somali (Native) {p. B24} Native Non-native Spoken Written Pts German {p. B24} Accented ADVANTAGES Pts Luck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3] PERKS Name	Basic * Takes 2 se † Takes 4 se Mvmt. <u>High</u> Broad	Rest	Lift* 48 lb implete pmplete 2. 3.6	d 2 JI 1 67 ft 37 yd	UMP T 192 lb UMP T 2 1.06 4.33	FEATS Sha Ov 28 ‡ Double § Lose 1 ABLE yd 1.	Sove / ver‡ 8 lb with a FP/sec 3 .22 yd 5 yd	Car B: 3(running while of d 1. 5.	rry or ack [§] 50 lb g start over X- 4 39 yc	E Hvy e	Sligh 1200 enc. 5+ .44	yd
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Non-native Pts Western {p. B23} [1] LANGUAGES [1] Native Spoken Somali (Native) {p. B24} Native Non-native Spoken Written Pts German {p. B24} Accented ADVANTAGES Name Pts Luck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3] PERKS Name	Basic * Takes 2 set † Takes 4 set Mvmt. High Broad Appearar Status: +0 Other: -2	Rest 2.17 ft 3 yd	Lift [*] 48 lb implete pomplete 2. 3.6 R	d 2 JI 67 ft 57 yd	2-Hand Lift [†] 192 lb 192 lb 2 1.06 4.33	FEATS Sha Ov 28 ‡ Double § Lose 1 ABLE yd 1.	Sove / ver‡ 8 lb with a FP/sec 3 .22 yr 5 yd ERS	Car Bi 36 running while o d d 1. 5.	ack§ 50 lb g start over X- 4 39 yc 67 yc	E Hvy e	Sligh 1200 enc. 5+ .44	yd
Western {p. B23} [1 LANGUAGES Native Spoken Written Pts Somali (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts German {p. B24} Accented Accented [4 ADVANTAGES Pts Luck {p. B66, P59} [15 Resistant to Disease (+3 to resist) {p. B81} [3 PERKS Pts 15	Basic * Takes 2 set † Takes 4 set Mvmt. High Broad Appearar Status: +(Other: -2 * -2 from '	Rest 2.17 ft 3 yd nce: +0 0	Lift* 48 lb implete pomplete 2. 3.6 R d1 from CU	d 2 JI 67 ft 67 ft 67 yd EAC1 m 'Callo	P-Hand Lift [†] 192 lb JMP T, 2 1.06 4.33 FION M	FEATS Sho Ov 28 ‡ Double § Lose 1 ABLE yd 1. yd 1.	Sove / ver‡ 8 lb with a FP/sec 3 22 yu 5 yd ERS	Car Bi 3(rrunninç: while of d 1. 5.	ack§ 50 lb g start over X- 4 39 yc 67 yc	E Hvy e	511gh 1200 nnc. 5+ 44 6 yc	yd d
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German {p. B24} Accented Accented 4 ADVANTAGES Name Pts Luck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3] PERKS Name Pts	Basic * Takes 2 set † Takes 4 set Mvmt. High Broad Appearar Status: + Other: -2 * -2 from ' Native African (N Non-nati Western	Rest 2.17 ft 3 yd nce: +0 0 * Bully', Conc Native) {f	Lift* 48 lb implete pomplete 2. 3.6 R d1 from CU	d 2 JI 1 67 ft 67 ft 67 yd EAC1 EAC1 M 'Callo LTUR	2-Hand Lift [†] 192 lb 192 lb 1	FEATS Sho Ov 28 ‡ Double § Lose 1 ABLE yd 1 MILIAI	s pove / / rer‡ 8 lb FP/sec 3 22 yd ERS ERS RITIE	Car Bi 30 while d d 1. 5.	rry oi ack [§] 60 lb g start 39 ycc 67 ycc boathy	E Hvy e	Sligh 1200 nnc. 5+ 6 yc P P	ts 0 1
ADVANTAGES Name Pts Luck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3] PERKS Name	Basic * Takes 2 set † Takes 4 set Mvmt. High Broad Appearar Status: ++ Other: -2 * -2 from' Native African (N Non-nati Western Native	conds to co conds to co Rest 2.17 ft 3 yd nce: +0 0 * Bully', Conc Native) {p ve {p. B23}	Lift* 48 lb mplete 2. 2. 3.6 R R CU	d 2 JI 1 67 ft 57 yd EAC1 * EAC1 * * EAC1 * *	2-Hand Lift [†] 192 lb 192 lb 1	FEATS Sho Ov 28 ‡ Doubles § Lose 1 ABLE yd 1. yd 1. past victi MILIAI	3 3 22 yd ERS m, or h RITIE	Car Bi 30 while d d d 1. 5.	rry oi ack [§] 50 lb 3 start 39 ycc 67 ycc 67 ycc bathy	E Hvy e	Sligh 1200 nnc. 5+ 6 yc P P	ts 0 1
Name Pts Luck {p. B66, P59} [15] Resistant to Disease (+3 to resist) {p. B81} [3] PERKS Name Pts	Basic * Takes 2 set † Takes 4 set Mvmt. High Broad Appearar Status: ++ Other: -2 * -2 from Native African (N Non-nati Western Native Somali (N Non-nati	conds to co conds to co conds to co 2.17 ft 3 yd cce: +0 0 * Bully', Conc * Bully', Conc * Conc * Conc * Bully', Conc * Bully', Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Co	Lift* 48 lb mplete 2. 2. 3.6 R R CU	d 2 JI 1 67 ft 57 yd EAC1 * EAC1 * * EAC1 * *	2-Hand Lift [†] 192 lb 192 lb 1	FEATS Sho Ov 28 28 2000 28 2000 2000 2000 2000 2000	sove / ver‡ 8 lb 3 22 yd 5 yd ERS RITIE	Car Bi 30 while while d d d 1. 5.	rry Ol ack [§] 50 lb 9 start 39 ycc 67 yc 67 yc 67 yc		Sligh 1200 Inc. 5+ .44 6 yc P P [P	tly b yd d ts 1 ts 0 ts 1 ts
Resistant to Disease (+3 to resist) {p. B81} PERKS Name Pts	Basic * Takes 2 set † Takes 4 set Mvmt. High Broad Appearar Status: ++ Other: -2 * -2 from Native African (N Non-nati Western Native Somali (N Non-nati	conds to co conds to co conds to co 2.17 ft 3 yd cce: +0 0 * Bully', Conc * Bully', Conc * Conc * Conc * Bully', Conc * Bully', Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Conc * Co	Lift* 48 lb mplete 2. 2. 3.6 R R CU	d 2 JI 1 67 ft 57 yd EAC1 m 'Callo LTUR } _}	2-Hand Lift [†] 192 lb 192 lb 193 lb 192 lb 192 lb 192 lb 192 lb 193 lb 1	FEATS Sho Ov 28 Double 3 Lose 1 ABLE yd 1. iODIFI MILIAI MILIAI MILIAI	sove / ver‡ 8 lb 3 22 yr 5 yd ERS m, or F RITIE	Car Bi 30 while while d d d 1. 5.	rry Ol ack [§] 50 lb 9 start 39 ycc 67 yc 67 yc 67 yc		Sligh 1200 Inc. 5+ .44 6 yc P P [P	tly b yd d ts 1 ts 0 ts 1 ts
PERKS Name Pts	Basic * Takes 2 se † Takes 4 se Mvmt. High Broad Appearar Status: +(Other: -2 * -2 from' Native African (N Non-nati Western Native Somali (N Non-nati German { Name	conds to co conds to co 2.17 ft 3 yd nce: +0 0 * Bully', Cond Bully', Cond * Bully', Cond * Bully', Cond * Bully', Cond * Bully', Cond * * * * * * * *	Lift* 48 lb mplete 2. 3.(d 2 JI 1 67 ft 57 yd EAC1 m 'Callo LTUR } _}	2-Hand Lift [†] 192 lb 192 lb 193 lb 192 lb 192 lb 192 lb 192 lb 193 lb 1	FEATS Sho Ov 28 Double 3 Lose 1 ABLE yd 1. iODIFI MILIAI MILIAI MILIAI	sove / ver‡ 8 lb 3 22 yr 5 yd ERS m, or F RITIE	Car Bi 30 while while d d d 1. 5.	rry Ol ack [§] 50 lb 9 start 39 ycc 67 yc 67 yc 67 yc		Sligh 1200 nnc. 5+ .44 6 yc P [P [P [P	tly b yd d ts 1 ts 0 ts 4 ts
Name Pts	Basic * Takes 2 se † Takes 4 se Mvmt. High Broad Appearar Status: +(Other: -2 * -2 from' Native African (N Non-nati Western Native Somali (N Non-nati German { Name Luck {p.	conds to co conds to co 2.17 ft 3 yd nce: +0 0 Native) {p Ve {p. B23} Native) {p Ve (p. B24} B66, P55	Lift* 48 lb mplete 2. 3.6 R R CU 0. B23 0. B24	d 2 JI 67 ft 67 ft 67 yd EAC1 m 'Callo LTUR } L/	2-Hand Lift [†] 192 lb 192 lb 1	FEATS Sho Ov 28 Doubles Lose 1 ABLE yd 1. Past victi MILIAI MILIAI MILIAI AGES Spoke Nativ Spoke	sove / ver‡ 8 lb 3 22 yd 5 yd ERS m, or P RITIE	Car Bi 30 while while d d d 1. 5.	rry Ol ack [§] 50 lb 9 start 39 ycc 67 yc 67 yc 67 yc		Sligh 1200 nnc. 5+ .44 6 yc P [P [P [P	tly b yd ts 0 ts 1 1 ts 4 1 1 1 1 1 1 1 1 1 1 1 1 1
	Basic * Takes 2 se † Takes 4 se Mvmt. High Broad Appearar Status: +(Other: -2 * -2 from' Native African (N Non-nati Western Native Somali (N Non-nati German { Name Luck {p.	conds to co conds to co 2.17 ft 3 yd nce: +0 0 Native) {p Ve {p. B23} Native) {p Ve (p. B24} B66, P55	Lift* 48 lb mplete 2. 3.6 R R CU 0. B23 0. B24	d 2 JI 67 ft 67 ft 67 yd EAC1 m 'Callo LTUR } L/	P-Hand Lift [†] 192 lb 192 lb 1	FEATS Sho Ov 28 28 28 28 28 28 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 28 20 20 20 20 20 20 20 20 20 20 20 20 20	sove / ver‡ 8 lb 3 22 yd 5 yd ERS m, or P RITIE	Car Bi 30 while while d d d 1. 5.	rry Ol ack [§] 50 lb 9 start 39 ycc 67 yc 67 yc 67 yc		Sligh 1200 nnc. 5+ .44 6 yc P [P [P [P	tly b yd ts 0 ts 1 1 ts 4 1 1 1 1 1 1 1 1 1 1 1 1 1

Pts
[1]
Pts
[-10]
[-10]
[-5]

QUIRKS	
Name	Pts
Chauvinistic {p. B164}	[-1]
Delusion (Somalia has a great political system) {p. B164}	[-1]
Habit (Spits ALL the time) {p. B164}	[-1]
Proud {p. B164}	[-1]
Trademark {p. B164}	[-1]

SKILLS Name Level Relative Pts Driving/TL7 (Automobile) {p. B188} 11 DX-1 1 Driving/TL7 (Heavy Wheeled) {p. B188} 11 DX-1 1 Explosives/TL8 (Demolition) {p. B194} Farming/TL7 {p. B194} IQ+0 10 2] 9 IQ-1 1 Fast-Draw/TL8 (Ammo) {p. B194} 12 DX+0 1] Fast-Draw (Long Arm) {p. B194} 12 DX+0 1] Fast-Draw (Pistol) {p. B194} Fast-Talk {p. B195} DX+0 12 1 9 IQ-1 1 Fishing {p. B195} 11 Per+0 1] Freight Handling/TL7 {p. B197} Gesture {p. B198} 9 IQ-1 11 IQ+0 10 1 DX+4 dGuns/TL8 (Pistol) {p. B198} 16 1] DX+6 Guns/TL8 (Rifle) {p. B198} 18 20 Hidden Lore (Zombies) {p. B199} 9 IQ-1 11 Hiking {p. B200} 11 HT-1 1] Holdout (p. B200) 9 IQ-1 1 9 Will-1 Intimidation {p. B202} 1] Knife {p. B208} 12 DX+0 1] Parry: 8 Lockpicking/TL8 {p. B206} 9 **IQ-1** 1] Masonry {p. B207} IQ+0 10 1] Mechanic/TL7 (Agricultural Vehicles) 9 IQ-1 1] {p. B207} Observation {p. B211} 10 Per-1 11 Scrounging {p. B218} Search {p. B219} 12 Per+1 2] 10 Per-1 1 Smuggling {p. B221} 9 IQ-1 1] Soldier/TL7 {p. B221} 9 IQ-1 1] Streetwise {p. B223} 9 IQ-1 1] Traps/TL7 {p. B226} 9 IQ-1 1] * Cond. +1 from 'Callous' when you use threats or torture

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	_	1d-2 cr	С	-	-	-	
Skill used: DX								
Kick	10	_	1d-1 cr	C,1	_	_	-	
Skill used: DX-2								
Punch	12	9	1d-2 cr	С	_	_	-	
Skill used: DX								

SLAM TABLE			=		SCRATCH PAD
Mvmt.	1		2–3	4–7	
Dmg.	1d-3		1d-2	1d-1	
PARRY	PARRY	BLOCK	DODGE	OTHER	
9	9	7	9		
DX	DX	DX	None		
Eyes DR: 0 HP: 0 Neck DR: 0 HP: 0 Torso DR: 0 HP: 0	Skull DR: 2 HP: 0 Face DR: 0 HP: 0 HP: 0 Hands DR: 0 HP: 0 Hands DR: 0 HP: 0 HP: 0 Legs DR: 0 HP: 0 HP: 0 HP: 0	Leç Fei Bo Bo	es 2 ck – ull – rso – oin – ms 8 nds 5 gs 8	* # 	

	ENCL	JMBRAN	CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
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
	<u> </u>	-1	-2	-3	-4
Dodge	9	8	7	6	5

TECHNIQUES			
Name	Level	Relative	Pts
Immediate Action (Guns (Rifle))	16	def+4	[4]
{p. HT251}			
Masked Shooting (Guns (Rifle)) {p. B229}	16	def+2	[2]
Quick-Shot/TL8 (Guns (Rifle)) {p. HT252}	18	def+6	[6]
Targeted Attack/TL8 (Guns (Rifle)/Face)	16	def+3	[4]
{p. HT252}			



	CAMPAIGN LC)G	
Points: (logged) 0	+ (other) <mark>0</mark>	= (total) <mark>0</mark>	
Initial Character Creat	ion		
Character created using	GURPS Charac	ter Assistant 4	
13.03.2014: 0 pts			
POINTS SUMMARY			Pts
Basic Attributes, Second	dary Characterist	cs [81]
Advantages, Perks]	25
Disadvantages, Quirks]	-30
Skills, Techniques]	65
	Tot	al Points Spent:	141
		Unspent Points:	0