



Name: Desmond Shaw  
Race: Human  
Appearance:

Player: Philipp Koschmann  
Ht: Wt: Age:

Spent: 350  
Unspent: 0

### CHARACTER SHEET

ST	12	[ 20]	HP	12	[ 0]	Basic Speed	7	[ 0]
DX	16	[ 120]	Will	12	[ 0]	Basic Move	7	[ 0]
IQ	12	[ 40]	Per	12	[ 0]	BL	29 lb	(ST×ST)/5
HT	12	[ 20]	FP	12	[ 0]	Thr	1d-1	Sw 1d+2

TL	8	[ 0]	SM	+0
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Vision	12	Fright Check	14*	Broad Jump	3.67 yd
Hearing	12	Consciousness	12	Money	-11348†
Touch	12	Death Check	12		
Taste/Smell	12	High Jump	2.67 ft		

\* Includes: +2 from 'Combat Reflexes'  
† Includes: +20000 from 'H&K MP7A1, 4.6x30mm (Hand-Matched AP)'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 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
Jump	7 yd	5 yd	4 yd	2 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	58 lb	232 lb	348 lb	435 lb	1450 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:	-2*

\* Includes: -2 from 'Bully'; Conditional: +3 from 'Reputation (Feared by the gangs)', +4 from 'Sudden Death' when recognized by fellow Assassin, -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

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

LANGUAGES				
Name	Spoken	Written	Pts	
English (Native)	{p. B24}	Native	Native	[ 0]

ADVANTAGES	
Name	Pts
<b>Ally (Coco) (25% of starting points)</b> (Constantly, *4; Summonable, +100%) {p. B36, P41}	[ 8]
<b>Combat Reflexes</b> {p. B43}	[ 15]
<b>Gunslinger</b> {p. B58}	[ 25]
<b>Luck</b> {p. B66, P59}	[ 15]
<b>Patron (A powerful figure, remaining in the background)</b>	[ 30]
<b>Reputation (Feared by the gangs) 3</b> (All the time, *1; Small class, *1/3) {p. B27}	[ 5]
<b>Signature Gear (MP7A1) 2</b> {p. B85}	[ 2]
<b>Sudden Death 4</b> {p. B89}	[ 24]

PERKS	
Name	Pts
<b>Acrobatics Galore</b>	[ 1]
<b>Akimbo (Guns (SMG))</b> {p. HT249, PU2:5}	[ 1]
<b>Bank shot (Guns (Submachine Gun))</b> {p. GF17}	[ 1]

Description: You can ricochet bullets off surfaces to hit a target behind a hostage, around a corner, etc. The DR and HP of the things you're bouncing shots off aren't important – what matters is that these objects are convincingly hard. Roll to hit as usual, using the full range along the indirect path to the target, and add -2 per ricochet. You must specialize by shooting skill.

### PERKS (continued)

Name	Pts
<b>Bend the Bullet (Guns (Submachine Gun))</b> {p. GF17}	[ 1]
Description: With a flick of the wrist, you can give your bullets a curving trajectory much like that of a spinning bowling ball or cue ball. This allows you to ignore -2 of the total penalty for cover, intervening figures, and target posture (see Target, p. B548). You must specialize by shooting skill. The GM decides whether beams can curve!	
<b>Flimsy Cover</b> {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.	
<b>Hand Cannon 2</b> {p. GF18}	[ 2]
Description: You can fire big freakin' guns. Add +1 to your ST for the sole purpose of avoiding penalties for insufficient ST to wield firearms. You may buy this perk twice, for double the benefit, in a realistic campaign – or as many times as the GM is willing to allow in a cinematic game! This ST does count for the purpose of Army of One (p. 17), and it stacks with levels of HugeWeapons (ST) (see Power-Ups 2: Perks, p. 6).	
<b>Improved Weapons (Karate)</b> {p. MH1:25}	[ 1]
<b>Off-Hand Weapon Training (Guns (Submachine Gun))</b> {p. PU2:16-17}	[ 1]
<b>One-Task Wonder (Hotwiring Cars)</b> {p. PU2:17}	[ 1]
<b>Quick Reload (Magazine)</b> {p. wiki}	[ 1]
<b>Standard Operating Procedure (Sleep with One Eye Open)</b> {p. GF22}	[ 1]
Description: Each Standard Operating Procedure exempts you from having to inform the GM that your PC is doing something that's second-nature for him. You always get the benefit of the doubt. When visible movement occurs around you as you sleep, even activity that wouldn't be loud or startling enough to rouse most people, you'll awaken on a successful Vision roll. You'll still be stunned (see p. B393) unless you also have Combat Reflexes!	
<b>Tracer Eyes</b> {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.	
<b>Walking Armory</b> {p. GF23}	[ 1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though – get Gizmos (p. 15) for undetectable guns.	
<b>Walking Armory</b> {p. GF23}	[ 1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though – get Gizmos (p. 15) for undetectable guns.	
<b>Weapon Bond (Guns (Submachine Gun))</b> {p. F132, HT250, MA53, PU2:9, DF1:14}	[ 1]
<b>Weapon Bond (Guns (Submachine Gun))</b> {p. F132, HT250, MA53, PU2:9, DF1:14}	[ 1]

### DISADVANTAGES

Name	Pts
<b>Bad Temper (12 or less, *1)</b> {p. B124}	[ -10]
<b>Bully (15 or less, *0.5)</b> {p. B125}	[ -5]
<b>Callous</b> {p. B125}	[ -5]
<b>Fanaticism (The Mission)</b> {p. B136}	[ -15]
<b>Insomniac (Mild)</b> {p. B140}	[ -10]
<b>Secret (Vigilante)</b>	[ -30]
<b>Sense of Duty (Team)</b> {p. B153}	[ -5]
<b>Vigilante Duty (15 or less (almost always); Extremely Hazardous)</b> {p. B134}	[ -20]
Description: Your patron supports you in a lot of ways, you do the dirty work: That's the deal.	
<b>Vow (Find the Killers of your teachers family) (Minor)</b> {p. B160}	[ -5]

### QUIRKS

Name	Pts
<b>Unused Quirk 3</b> {p. B163}	[ -1]
<b>Unused Quirk 4</b> {p. B163}	[ -1]
<b>Unused Quirk 5</b> {p. B163}	[ -1]
<b>No manners</b> {p. B163}	[ -1]
<b>Unkempt</b>	[ -1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	15	DX-1	[ 2]
Acting {p. B174}	15*	IQ+3	[ 1]
Animal Handling (Monkeys) {p. B175}	12	IQ+0	[ 2]
Armoury/TL8 (Melee Weapons) {p. B178}	11	IQ-1	[ 1]
Camouflage {p. B183}	16*	IQ+4	[ 1]
Climbing {p. B183}	15	DX-1	[ 1]
Computer Operation/TL8 {p. B184}	12	IQ+0	[ 1]
Current Affairs/TL8 (Los Angeles) {p. B186}	12	IQ+0	[ 1]
Disguise/TL8 (Human) {p. B187}	15*	IQ+3	[ 1]
Driving/TL8 (Automobile) {p. B188}	16	DX+0	[ 2]
Driving/TL8 (Motorcycle) {p. B188}	15	DX-1	[ 1]
Escape {p. B192}	14	DX-2	[ 1]
Fast-Draw/TL8 (Ammo) {p. B194}	17†	DX+1	[ 1]
Fast-Draw (Long Arm) {p. B194}	17†	DX+1	[ 1]
Filch {p. B195}	15	DX-1	[ 1]
First Aid/TL8 (Human) {p. B195}	12	IQ+0	[ 1]
Fishing {p. B195}	12	Per+0	[ 1]
Forced Entry {p. B196}	16	DX+0	[ 1]
Gambling {p. B197}	12	IQ+0	[ 2]
Garrote {p. B197}	16	DX+0	[ 1]
Gesture {p. B198}	12	IQ+0	[ 1]
dGuns/TL8 (Pistol) {p. B198}	18	DX+2	[ 1]
dGuns/TL8 (Rifle) {p. B198}	18	DX+2	[ 1]
Guns/TL8 (Submachine Gun) {p. B198}	20‡	DX+4	[ 12]
Hidden Knowledge (Bloody Crips) {p. B199}	12	IQ+0	[ 2]
dHoldout {p. B200}	16*	IQ+4	[ 1]
Interrogation {p. B202}	12§	IQ+0	[ 2]
Intimidation {p. B202}	12¶	Will+0	[ 2]
Judo {p. B203}	17	DX+1	[ 8]
Parry: 12			
Karate {p. B203}	17	DX+1	[ 8]
Description: Notes: Calculated damage takes into account bonuses from 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			
Lockpicking/TL8 {p. B206}	14	IQ+2	[ 8]
Observation {p. B211}	13	Per+1	[ 4]
Panhandling {p. B212}	12	IQ+0	[ 1]
Pickpocket {p. B213}	14	DX-2	[ 1]
Poisons/TL8 {p. B214}	13	IQ+1	[ 8]
Savoir-Faire (Organized Crime) {p. B218}	12	IQ+0	[ 1]
Scrounging {p. B218}	12	Per+0	[ 1]
Search {p. B219}	12	Per+0	[ 2]
Shadowing {p. B219}	15*	IQ+3	[ 1]
Sleight of Hand {p. B221}	14	DX-2	[ 1]
Smuggling {p. B221}	12	IQ+0	[ 2]
Sports (Basketball) {p. B222}	15	DX-1	[ 1]
Stealth {p. B222}	19*	DX+3	[ 1]
Streetwise {p. B223}	12	IQ+0	[ 2]
Throwing {p. B226}	15	DX-1	[ 1]
Tracking {p. B226}	12	Per+0	[ 2]
dTraps/TL8 {p. B226}	12	IQ+0	[ 1]
Two-Handed Sword {p. B209}	18	DX+2	[ 8]
Parry: 13			
Urban Survival {p. B228}	12	Per+0	[ 2]
Veterinary/TL8 {p. B228}	12	IQ+0	[ 4]
* Includes: +4 from 'Sudden Death'		§ Conditional: +1 from 'Callous' when you	
† Includes: +1 from 'Combat Reflexes'		use threats or torture	
‡ Conditional: +1 from 'Weapon Bond (Guns (Submachine Gun))', +1 from 'Weapon Bond (Guns (Submachine Gun))'		¶ Conditional: -3 from 'Reputation (Feared by the gangs)' when your reputation works against you, +1 from 'Callous' when you use threats or torture	

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	16	-	1d-2 cr	C	-	-	-	
Karate: Punch <i>Skill used: Karate</i>	17	12	1d cr	C	-	-	-	
Karate: Kick <i>Skill used: Karate-2</i>	15	-	1d+1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Katana: 1H Swing <i>Skill used: Two-Handed Sword-4</i>	14	11	1d+3 cut	1,2	11	5	4	
Katana: 1H Thrust <i>Skill used: Two-Handed Sword-4</i>	14	11	1d imp	1	11	5	4	
Katana: 2H Swing <i>Skill used: Two-Handed Sword</i>	18	13	1d+4 cut	1,2	10†	5	4	
Katana: 2H Thrust <i>Skill used: Two-Handed Sword</i>	18	13	1d imp	1	10†	5	4	
Multi-Tool: Swing <i>Skill used: DX-4</i>	12	9	1d cut	C,1	5	.5	4	
Multi-Tool: Thrust <i>Skill used: DX-4</i>	12	9	1d-1 imp	C	5	.5	4	[1]
Wrist Injection Mechanism <i>Skill used: Karate</i>	17	12	1d-2 pi-	C	-	.2	1	
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	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.

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K MP7A1, 4.6x30mm (Hand-Matched AP) <i>Skill used: Guns (Submachine Gun)+3</i>	23	4d+1(2) pi-	8+4	180 yd / 1.08 mi	15	40+1(3)	7†	-7*	2	17.7	2	[3]
H&K USP, .40 S&W <i>Skill used: Guns (Pistol)</i>	18	2d+2 pi+	2	160 yd / 1.02 mi	3	13+1(3)	9	-2	2	2.3	3	[4, 6]
Multi-Tool: Thrown <i>Skill used: DX-4</i>	12	1d-1 imp	-	6 yd / 12 yd	1	T(1)	5	-1	-	.5	4	

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*.

PARRY	PARRY	BLOCK	DODGE	OTHER							
12*	12*	10*	11*								
DX	DX	DX	None								
Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0	2	Torso	0	0	-	Legs	0	0	7
Neck	0	0	-	Groin	0	0	-	Feet	0	0	5
Skull	2	0	-	Arms	0	0	7				
Face	0	0	-	Hands	0	0	5				

\* Includes: +1 from 'Combat Reflexes'

TECHNIQUES			
Name	Level	Relative	Pts
Dual-Weapon Attack (Guns (Submachine Gun)) {p. MA83, B230}	20	def+4	[ 5 ]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	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 55 56 57 58 59

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.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4

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.

SLAM TABLE			
Mvmt.	1-2	3-4	5-8
Dmg.	1d-3	1d-2	1d-1



<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	200
Advantages, Perks	141
Disadvantages, Quirks	-110
Skills, Techniques	119
<b>Total Points Spent:</b>	<b>350</b>
<b>Unspent Points:</b>	<b>0</b>



## DESCRIPTION

Gryl Bears Eltern sind bei einem Feuer gestorben kurz nach seiner Geburt. Da er auf Grund seiner fehlenden Eltern nie richtig erzogen wurde, kamen die meisten Kinderheime nicht mit ihm klar. So hat er in seiner Vergangenheit dutzende Kinder- und Jugendheime von innen gesehen und wurde von einem zum nächsten weitergereicht. Im Alter von 14 Jahren ist er aus dem aktuellen Heim ausgebrochen und hat sich den Bloody Crips angeschlossen einer Gang von kriminellen Kindern, die auf der Strasse leben. So hat er in dieser Gruppierung div. Straftaten begangen, Diebstahl, Entführung, Vergewaltigung war an der Tagesordnung, sogar einige Morde gehen auf sein Konto. Im Alter von 20 wurde er durch die Ermordung Gangleders zum neuen Anführer gekürt. In dieser Position sorgte er für Angst und Schrecken in den Strassen. Bis zu einem schicksalhaften Tag an dem eine Schiesserei mit einer verfeindeten Gang. In der Hektik der fliegenden Kugeln viel ihm auf, dass einer seiner ehemaligen Heimbrüder den er sehr mochte, zu der rivalisierenden Gang gehörte. Drei seiner Bloody Crips schnitten dem übel enstellten Jungen die Kehle auf und liessen ihn ausbluten. Was er dort gesehen hat verfolgte ihn in seinen Träumen und er beschloss die Gang zu verlassen und einen neuen Weg einzuschlagen. Nach seinem Austritt, wurden die, die er einst Brüder nannte zu seinen neuen Feinden und trachteten ihm nach dem Leben. So kam zum Überleben nur noch der Untergrund in Frage. Dort schloss er sich einer Gemeinde an, die in einem stillgelegten Metro-System hausten an. Dort machte er Bekanntschaft mit einem alten Mann, der für die Jahre und den Lebenswandel den er durchlebt hat noch ganz rüstig aussah. So stellte sich heraus, dass dieser sehr bewandert in den fernöstlichen Kampfsportarten und Taktiken ist. Er arbeitete früher für verschiedene Geheimdienste als Assassin, als er sich dann zur Ruhe setzen wollte,

hatten seine Auftraggeber andere Pläne. So löschten sie, als dieser sich gegen neue Einstätze aussprach sein komplette Familie aus und wollten auch ihm ans Leder. So hatte auch er keine andere Möglichkeit als in den Untergrund zu fliehen. Der alte Mann beschloss Gryl unter seine Fittiche zu nehmen und ihn zu schulen, dass er dem treiben der Gangs ein Ende setzen kann. Im Gegenzug musste Gryl versprechen, auch die Familie des alten Mannes zu rächen und die Verantwortlichen zu töten.