



Name: Helmut Grunther

Race: Human

Appearance: GRUNT + RIFLE PROFICIENCY = \$11'500 + \$1'150 / DAY

Player:

Ht:

Wt:

Age:

Spent: 115

Unspent: 0

CHARACTER SHEET

ST 10	[ 0]	HP 10	[ 0]	Basic Speed 6	[ 0]
DX 12	[ 40]	Will 10	[ 0]	Basic Move 6	[ 0]
IQ 10	[ 0]	Per 10	[ 0]	BL 20 lb	(ST×ST)/5
HT 12	[ 20]	FP 12	[ 0]	Thr 1d-2	Sw 1d

TL 8	[ 0]	SM +0
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Vision 10	Taste/Smell 10	Death Check 12
Hearing 10	Fright Check 12*	High Jump 2.17 ft
Touch 10	Consciousness 12	Broad Jump 3 yd

\* +2 from 'Combat Reflexes'

HP 3, 0, -10, -20, -30, -40, -50 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
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

SLAM TABLE			
Mvmt. Dmg.	1-2	3-5	6-7
	1d-3	1d-2	1d-1



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	1d-3 cr	C	-	-	
Brawling: Bite	12	-	1d-3 cr	C	-	-	
Brawling: Kick	10	-	1d-2 cr	C,1	-	-	
Multi-Tool: Swing	12	9	1d-2 cut	C,1	5	4	
Multi-Tool: Thrust	12	9	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
ARGES HG 86	11	3d-1 cr ex [2d]	-	35 yd	-	-	-	-	-	2	[2]
H&K USP, .40 S&W	14	2d+2 pi+	2	160 yd / 1.02 mi	3	13+1(3)	9	-2	2	3	[4, 6]
Multi-Tool	8	1d-2 imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	4	
Schermuly Stun	11	HT-5 aff 10 yd	-	35 yd	-	-	-	-	-	2	[2]

PARRY		PARRY		BLOCK		DODGE		OTHER	
9*	10*	8*	9/10*						
Wrestling	DX	DX	Light						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2		Groin	0	0	-	
Neck	0	0	-		Arms	0	0	6	
Skull	14	0	-		Hands	0	0	4	
Face	0	0	-		Legs	0	0	6	
Torso	0	0	-		Feet	3/2	0	4	

\* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[ 15]
English (Native; Native Language) {p. B24}	[ 0]
Western (Native) {p. B23}	[ 0]

PERKS	
Name	Pts
Quick Reload (Magazine) {p. wiki}	[ 1]

SKILLS			
Name	Level	Relative	Pts
Brawling	12	DX+0	[ 1]
Parry: 10			
Camouflage	10*	IQ+0	[ 1]
Climbing	11	DX-1	[ 1]
Driving/TL8 (Automobile)	11	DX-1	[ 1]
Electronics Operation/TL8 (Communications)	9	IQ-1	[ 1]

SKILLS (continued)			
Name	Level	Relative	Pts
Explosives/TL8 (Demolition)	9	IQ-1	[ 1]
Fast-Draw/TL8 (Ammo)	13†	DX+1	[ 1]
Fast-Draw (Pistol)	13†	DX+1	[ 1]
First Aid/TL8 (Human)	10	IQ+0	[ 1]
Forced Entry	12	DX+0	[ 1]
Gesture	10	IQ+0	[ 1]
Guns/TL8 (Pistol)	14	DX+2	[ 1]
Guns/TL8 (Rifle)	16	DX+4	[ 12]
Guns/TL8 (Shotgun)	14	DX+2	[ 1]
Guns/TL8 (Submachine Gun)	14	DX+2	[ 1]
Hiking	11	HT-1	[ 1]
Holdout	9	IQ-1	[ 1]
Knife	12	DX+0	[ 1]
Parry: 9			
Leadership	9	IQ-1	[ 1]
Observation	9	Per-1	[ 1]
Savoir-Faire (Military)	10	IQ+0	[ 1]
Scrounging	10	Per+0	[ 1]
Search	9	Per-1	[ 1]
Soldier/TL8	9	IQ-1	[ 1]
Stealth	11	DX-1	[ 1]
Tactics	8	IQ-2	[ 1]
Throwing	11	DX-1	[ 1]
Wrestling	11	DX-1	[ 1]
Parry: 9			

\* Cond. +1 from 'Battle Dress Uniform (Jungle Camo)' when Trying to blend in with Jungle  
† +1 from 'Combat Reflexes'

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 1583, Weight: 20.85 lb	1583	20.85 lb
1	Armor Contents - Cost: 375, Weight: 9 lb	375	9 lb
1	Boots, Reinforced {p. wiki} Description: Concealable under clothing, or is clothing. Items without this note draw suspicion unless you're doing your job in the army, on a SWAT team, etc.: -2 to reactions! Use higher DR only vs. attacks to underside of foot. Give +1 to kicking damage. Notes: [1, 2] Location: feet	75	3 lb
1	Ballistic Helmet (TL8) {p. HT70} Description: TL:8 LC:3 DR:12 Location:skull Location: skull	250	3 lb
1	Battle Dress Uniform (Jungle Camo) (TL8) Description: Gives you +1 to Camouflage when trying to blend in in a Jungle Environment	50	3 lb
1	Load-Bearing Vest (Carries 20 lbs., Pistol Holster) {p. wiki} Per Unit - Cost: 30, Weight: 2 lb Contents - Cost: 1178, Weight: 9.85 lb Description: A cutting-edge Load-Bearing Vest. An included holster allows a Pistol (up to Bulk -2) to be fast-drawn. Can carry up to 20 lbs.	1208	11.85 lb
1	Cigarette Lighter (TL6)	10	1.6 oz
1	Duct Tape, 15 yds. {p. MH1:54} Description: Pocket-sized flat roll.	1	8 oz
1	First Aid Kit {p. MH1:56}	10	1 lb
1	Flashlight, Mini (5 yds.) {p. wiki} Description: 5 -yard beam, 10 h	10	3.2 oz
1	Flex Cuffs (TL8) Description: Kabelbinder, zu Handschellen geformt. DR 1, HP2. -1 to Escape. 10 Stück.	5	4 oz
1	Mirror, Pocket {p. MH1:54}	5	-
1	Notebook, Pencil, & Chalk {p. MH1:54}	2	1.6 oz
1	Radio, Hand (TL7) {p. B288} Description: TL:7 Notes: Classic "walkie-talkie." 2-mile range. 12hrs.	100	1 lb
1	Multi-Tool (TL0; Fine, +0%) {p. B272, B276} Description: A folding, Leatherman-style belt tool, that counts as improvised gear (-5) for most repairs and includes a small knife. \$50, 0.5 lb. Notes: [[1]]	50	8 oz
1	H&K USP, .40 S&W (TL8) {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:13+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4, 6], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). [6] Accessory rail (p. 161). Notes: [4, 6]	770	2.3 lb
1	H&K USP, .40 S&W (5 Reloads; TL8)	160	3 lb
1	ARGES HG 86 (TL7) {p. HT193} Description: The Handgranate 86 is a small fragmentation grenade ideally suited for house-to-house combat. In 2001, the U.S. Army Special Forces used it for cave-clearing in Afghanistan. Notes: [2]	25	6.4 oz
1	Schermuly Stun (TL7) {p. HT193} Description: The Handgranate 86 is a small fragmentation grenade ideally suited for house-to-house combat. In 2001, the U.S. Army Special Forces used it for cave-clearing in Afghanistan. Notes: [2]	30	8 oz
1	Hands	0	-
1	Wrists	0	-
1	Ankles	0	-
1	Back	0	-
1	Belt	0	-
<b>Totals:</b>		<b>1583</b>	<b>20.85 lb</b>