

Strike Team

Name: Joe 'Jolly' Rogers

Race: Human

Appearance: Kaukasier, Halbglatze, braune Haare, verschmitztes Lächeln, Tattoo einer Piratenflagge ("Jolly Roger") auf dem linken Oberarm

Player: Stefan Leuenberger

Ht: 1.75m Wt: 145 lbs Age: 28

Spent: 350

Unspent: 0

CHARACTER SHEET

ST 12* [10]	HP 12 [0]	Basic Speed 7 [0]
DX 16 [120]	Will 12 [0]	Basic Move 7 [0]
IQ 12† [20]	Per 13 [5]	BL 29 lb (ST×ST)/5
HT 12‡ [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2
TL 8 [0]	SM +0	

* Includes: +1 from 'Extra ST (Shooter)' ‡ Conditional: +1 from 'Fit'
 † Includes: +1 from 'Extra IQ (Faceman)'

Vision 13	Fright Check 14*	High Jump 1.06 yd
Hearing 13	Consciousness 14†	Money -11005
Touch 13	Death Check 14‡	
Taste/Smell 13	Broad Jump 4.33 yd	

* Includes: +2 from 'Combat Reflexes' † Includes: +1 from 'Fit', +1 from 'Hard to Subdue' ‡ Includes: +1 from 'Fit', +1 from 'Hard to Kill'

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
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 † Double with a running start
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

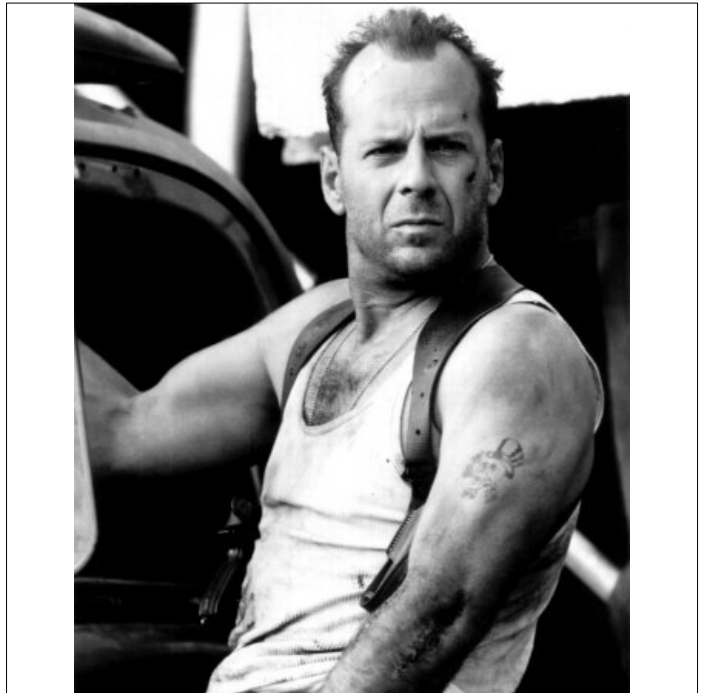
REACTION MODIFIERS	
Appearance: +1*	* Includes: +1 from 'Appearance'
Status: +0	
Other: +1†	† Includes: +1 from 'Charisma'; Conditional: +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'

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
Spanish {p. B24}	Broken	-	[1]

TEMPLATES AND META-TRAITS	
Name	Pts
Jujutsu (Martial Arts) {p. MA166}	[0]
Description: The style described below is a purely unarmed art; bushi would study it as part of a larger ryu (see Ryu, p. 12). Historical Jujutsu forms ranged from arts that focused on grapples and throws to "hard" styles that differed little from karate. This version is a mixed style that uses grappling and striking equally.	
Law Enforcement (Action) {p. A1:5}	[0]
Description: You're a cop, retired cop, or PI.	
Shooter (Action) {p. A1:14}	[0]
Description: When asked what you do for a living, you've learned not to answer "Gunfighter."	

ADVANTAGES	
Name	Pts
Ambidexterity {p. B39}	[5]
Appearance (Attractive) {p. B21}	[4]
Charisma 1 {p. B41}	[5]
Combat Reflexes {p. B43}	[15]
Contact (Boris the Blade; Effective Skill 12; 12 or less, *2; Usually Reliable, *2) {p. B44}	[4]
Extra IQ 1 (Faceman; Affects IQ, +0%)	[20]
Extra ST 1 (Shooter; Affects ST, +0%)	[10]
Fit {p. B55}	[5]



ADVANTAGES (continued)	
Name	Pts
Gunslinger {p. B58}	[25]
Hard to Kill 1 {p. B58}	[2]
Hard to Subdue 1 {p. B59}	[2]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
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	

PERKS	
Name	Pts
Akimbo (Pistols) {p. HT249}	[1]
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	
Style Familiarity (Jujutsu) {p. MA166}	[1]

DISADVANTAGES	
Name	Pts
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]
Impulsiveness (9 or less, *1.5) {p. B139}	[-15]
Intolerance (Gangs; One group) {p. B140}	[-5]
Sense of Duty (Team) {p. B153}	[-5]
Stubbornness {p. B157}	[-5]

QUIRKS	
Name	Pts
Dislikes Cops who do it "by the book" {p. B163}	[-1]
Dislikes Hippies {p. B163}	[-1]
Likes Bourbon {p. B163}	[-1]
Likes Lucky Strikes {p. B163}	[-1]
Vow (Kill the Rollin' 60s) {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Climbing {p. B183}	15	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	17*	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[1]
Forced Entry {p. B196}	16	DX+0	[1]

SKILLS (continued)			
DX based	Level	Relative	Pts
Guns/TL8 (Pistol) {p. B198}	18	DX+2	[4]
dGuns/TL8 (Rifle) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	17	DX+1	[1]
Judo {p. B203}	15	DX-1	[2]
Parry: 11			
Jumping {p. B203}	16	DX+0	[1]
Karate {p. B203}	15	DX-1	[2]
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: 11			
Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[1]
Shield (Shield) {p. B220}	16	DX+0	[1]
Block: 12			
Shortsword {p. B209}	17	DX+1	[4]
Parry: 12			
Stealth {p. B222}	15	DX-1	[1]
Throwing {p. B226}	15	DX-1	[1]
HT based	Level	Relative	Pts
Carousing {p. B183}	13	HT+1	[2]
Running {p. B218}	12	HT+0	[2]
IQ based	Level	Relative	Pts
Acting {p. B174}	12	IQ+0	[2]
Administration {p. B174}	12	IQ+0	[2]
Area Knowledge (South Central) {p. B176}	12	IQ+0	[1]
Armoury/TL8 (Small Arms) {p. B178}	13	IQ+1	[4]
Computer Operation/TL8 {p. B184}	12	IQ+0	[1]
Criminology/TL8 {p. B186}	12	IQ+0	[2]
Diplomacy {p. B187}	13†	IQ+1	[8]
Fast-Talk {p. B195}	14†	IQ+2	[8]
First Aid/TL8 (Human) {p. B195}	13‡	IQ+1	[2]
Holdout {p. B200}	13	IQ+1	[4]
Law (Police) {p. B204}	12	IQ+0	[4]
Leadership {p. B204}	13§	IQ+1	[2]
Merchant {p. B209}	12	IQ+0	[2]
Public Speaking {p. B216}	13§	IQ+1	[2]
Savoir-Faire (Police) {p. B218}	13†	IQ+1	[2]
Shadowing {p. B219}	12	IQ+0	[2]
Streetwise {p. B223}	12†	IQ+0	[2]
Per based	Level	Relative	Pts
Detect Lies {p. B187}	12	Per-1	[2]
Observation {p. B211}	14	Per+1	[4]
Search {p. B219}	14	Per+1	[4]
* Includes: +1 from 'Combat Reflexes'		‡ Conditional: +1 from 'First Aid Kit'	
† Conditional: +1 from 'Charisma' when making Influence rolls		§ Includes: +1 from 'Charisma'	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	16	—	1d-2 cr	C	—	—	
Elbow Strike (Karate)	14	—	1d-2 cr	C	—	—	
Karate: Punch	15	11	1d-2 cr	C	—	—	
Karate: Kick	13	—	1d-1 cr	C,1	—	—	
Kick	14	—	1d-1 cr	C,1	—	—	
Punch	16	12	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Pistol-Fist	18	13	1d+2 cr	C	—	4	
Shortsword (Fine): Swing	17	12	1d+3 cut	1	8	4	
Shortsword (Fine): Thrust	17	12	1d imp	1	8	4	
Small Knife: swing	14	10	1d-1 cut	C,1	5	4	
Small Knife: thrust	14	10	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
ARGES HG 86	15	3d-1 cr ex [2d]	—	42 yd	—	—	—	—	—	2	[2]
ARGES HG 86	15	3d-1 cr ex [2d]	—	42 yd	—	—	—	—	—	2	[2]
Benelli M1 Super 90, 12G 3": Shot	17	1d+1 pi	3	40 yd / 800 yd	3x9	7+1(2i)	10†	-5	1/4	3	[1]
Diehl DM51	15	3d+2 cr ex [3d]	—	42 yd	—	—	—	—	—	2	[2]
FN P90, 5.7x28mm	18	3d-1(2) pi-	4	180 yd / 1.08 mi	15	50+1(5)	8†	-4	2	2	[2]
Glock 22, .40 S&W (APHC): Primary	19	2d+2 pi+	4	160 yd / 1.02 mi	3	15+1(3)	8	-3	2	3	[4]
Glock 22, .40 S&W (APHC): APHC	19	2d+2(2) pi	4	160 yd / 1.02 mi	3	15+1(3)	8	-3	2	2	[4]
Glock 22, .40 S&W (JHP): Primary	19	2d+2 pi+	7	160 yd / 1.02 mi	3	15+1(3)	8	-4	2	3	[4]
Glock 22, .40 S&W (JHP): Hollow-Point	19	2d+2(.5) pi++	7	160 yd / 1.02 mi	3	15+1(3)	8	-4	2	3	[4]
Pepper Spray	16	Special 2xHT-4	—	2 yd / 2 yd	Jet	20	3	-1	—	4	
Small Knife: thrown	12	1d-2 imp	—	6 yd / 12 yd	1	T(1)	5	-1	—	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*.

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	12*	12*	9/11*	
Judo	DX	Shield (Shield)	Med	

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	7	—
Hands	5	—
Legs	7	—
Feet	5	—

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

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

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		
1-2	3-4	5-8
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts
Arm Lock (Judo) {p. MA65, B230}	16	def+1	[1]
Disarming (Judo) {p. MA70, B230}	16	def+1	[2]
Dual-Weapon Attack (Guns (Pistol)) {p. MA83, B230}	18	def+4	[5]
Elbow Strike (Karate) {p. MA71, B230}	14	def+1	[1]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11	-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.

LOAD-OUTS			
Qty	Civilian	Cost	Weight
1	Civilian Contents - Cost: 3851, Weight: 15.8 lb	3851	15.8 lb
1	Concealed Armor Contents - Cost: 3851, Weight: 15.8 lb	3851	15.8 lb
1	Fireproof Suit (Disguised (Custom) as Ordinary Clothes) (Disguised (custom-built), *5) {p. HT75} Per Unit - Cost: 1000, Weight: 4 lb Contents - Cost: 456, Weight: 2.1 lb Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] Use the higher DR against burning damage only. [5] Concealable as or under clothing. Location: full suit	1456	6.1 lb
1	Cell Phone {p. B288} Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.	250	4 oz
1	Cigarette Lighter {p. B288} Description: TL:6 Notes: Lights fires.	10	-
1	Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr.	10	4 oz
1	Small Knife {p. B272, B276} 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:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	30	8 oz
1	Pepper Spray	10	1.6 oz
1	Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Hip Flask (Bourbon)	100	8 oz
1	Lucky Strikes (Cigarettes)	6	-
1	Concealable Vest {p. HT66} Description: TL:8 LC:3 DR:12/5* Location:torso Notes:[1] Concealable as or under clothing. [2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso	1000	2 lb
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Load-Bearing Vest (Disguised (Custom)) (Disguised (custom-built), *5) {p. HT54} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 185, Weight: 3.2 lb Description: Load-Bearing Vest (TL7). The modern assault vest dates to the Vietnam War, and becomes popular in the late 1980s among SWAT teams and the like. An LBV is easier to take on and off – and the gear is carried up on the torso, which protects the contents when wading in water. It's also less cumbersome in tight spots, which is important to tankers and aircrew. It's designed to hold 20-30 lbs. of gear. Modern body armor often features integral pouches and attachment points, making it equivalent to a LBV. Takes two seconds to don or remove. \$30, 2 lbs. LC4. Usernotes: Habe Tech Level 8 Version "erfunden" und den Preis vervierfacht, dafür Gewicht von 2 lbs auf 1 lbs gesenkt. Gibt es so aber im HT Buch nicht!	785	4.2 lb
2	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP) Per Unit - Cost: 32, Weight: 11.2 oz	64	1.4 lb
2	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC) (Multiplied Cost (+50), *1.5) Per Unit - Cost: 48, Weight: 11.2 oz	96	1.4 lb
1	ARGES HG 86 {p. 277} Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	25	6.4 oz
1	Radio, Headset {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	500	8 oz
Totals:		3851	15.8 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 26644, Weight: 86.25 lb	26644	86.25 lb
1	Assault Armor Contents - Cost: 3810, Weight: 44 lb	3810	44 lb
1	Assault Vest {p. HT66} Per Unit - Cost: 900, Weight: 8 lb Contents - Cost: 600, Weight: 8 lb Description: TL:8 LC:2 DR:12/5* Location:torso, groin Notes:[2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin	1500	16 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Assault Vest {p. HT66}	1500	16 lb
1	Assault Vest Trauma Plates {p. HT66} Description: TL:8 LC:2 DR:23 Location:torso Location: torso	600	8 lb
1	Ballistic Helmet (TL 8) {p. B285} Per Unit - Cost: 250, Weight: 3 lb Contents - Cost: 100, Weight: 3 lb Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [3] Location: skull	350	6 lb
1	Ballistic Helmet Visor (TL 8) {p. B285} Description: TL:8 LC:3 DR:10 Notes: [3,8] DR increases with TL. After the TL of introduction, consult the table on p. B285. Provides Protected Vision. Notes: [3,8] Location: eyes, face	100	3 lb
1	Ballistic Leggings {p. HT68} Description: TL:8 LC:4 DR:12/5* Location:legs Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: legs	400	8 lb
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	DAP {p. HT68} Description: TL:8 LC:4 DR:8/2* Location:arms Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: arms	200	5 lb
1	Gas Mask (TL 8) {p. HT72} Description: TL:8 LC:4 DR:2 Location:eyes, face Notes:[1] Gives Filter Lungs, Immunity to Eye and Nose Irritants, and No Sense of Smell/Taste. [3] Gives No Peripheral Vision (p. B151). Location: eyes, face	250	2 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Fireproof Suit (Disguised as Ordinary Clothes) (Disguised (custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes:[4] Use the higher DR against burning damage only. [5] Concealable as or under clothing. Location: full suit	1000	4 lb
1	Load-Bearing Vest {p. HT54} Per Unit - Cost: 120, Weight: 1 lb Contents - Cost: 464, Weight: 10 lb Description: Load-Bearing Vest (TL7). The modern assault vest dates to the Vietnam War, and becomes popular in the late 1980s among SWAT teams and the like. An LBV is easier to take on and off – and the gear is carried up on the torso, which protects the contents when wading in water. It's also less cumbersome in tight spots, which is important to tankers and aircrew. It's designed to hold 20-30 lbs. of gear. Modern body armor often features integral pouches and attachment points, making it equivalent to a LBV. Takes two seconds to don or remove. \$30, 2 lbs. LC4. Usernotes: Habe Tech Level 8 Version "erfunden" und den Preis vervierfacht, dafür Gewicht von 2 lbs auf 1 lbs gesenkt. Gibt es so aber im HT Buch nicht!	584	11 lb
2	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP) Per Unit - Cost: 32, Weight: 11.2 oz	64	1.4 lb
2	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC) (Multiplied Cost (+50), *1.5) Per Unit - Cost: 48, Weight: 11.2 oz	96	1.4 lb
2	FN P90, 5.7x28mm (Ammunition, 50 Cartridges) Per Unit - Cost: 55, Weight: 1 lb	110	2 lb
2	Benelli M1 Super 90, 12G 3", 00 Buck (Ammunition, 8 Cartridges) [6][5][4][3][2][1] Per Unit - Cost: 17, Weight: 12.8 oz	34	1.6 lb
4	ARGES HG 86 {p. 277} Per Unit - Cost: 25, Weight: 6.4 oz Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	100	1.6 lb
2	Diehl DM51 {p. HT193} Per Unit - Cost: 30, Weight: 1 lb Description: The Handgrenate DM51 is a fragmentation grenade with a removable plastic sleeve containing several thousand steel balls. Without the sleeve, it functions as a concussion grenade. Dmg 5d cr ex, Wt. 0.3. The DM51 is the German military's standard combat grenade, and has also been exported. Notes: [2]	60	2 lb
1	Weapons Contents - Cost: 21750, Weight: 30.75 lb	21750	30.75 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Weapons	21750	30.75 lb
1	Pistols Contents - Cost: 14300, Weight: 10.7 lb	14300	10.7 lb
1	Undercover Holster (Left Hip) {p. HT154} Per Unit - Cost: 125, Weight: 1 lb Contents - Cost: 5900, Weight: 3.35 lb Description: Concealable holsters are padded, designed to soften the hard edges of a hidden handgun. Most are worn inside the pants, with a shirt over the top of the gun (Bulk -2 or worse), or on the ankle (Bulk -1 or 0 only). -1 Fast-Draw (Pistol), +1 Holdout. \$125, 1 lb. LC4.	6025	4.35 lb
1	Glock 22, .40 S&W (APHC) (Armor-Piercing Hard Core, +0; Receives Skill Bonus (+1), +0; Very Fine Quality, *5) {p. HT101} Per Unit - Cost: 3000, Weight: 2.1 lb Contents - Cost: 2900, Weight: 1.25 lb Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). Notes: [4][4] Usernotes: Very Fine, APHC Baffle Suppressor -> -1 Bulk integrated	5900	3.35 lb
1	Green Integral Targeting Laser & Tactical Light (Sidearm) Usernotes: 1500-yard range, 2xXS/100 hrs, Poweron/off Free Action (HT157), If seen +1 to Skill, if seen by target +1 to AD; 25 yard beam, 2xXS/2hr LC4	1900	4 oz
1	Baffle Suppressor {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412), -4 to Hearing, -1 to Bulk	1000	1 lb
1	Undercover Holster (Right Hip) {p. HT154} Per Unit - Cost: 125, Weight: 1 lb Contents - Cost: 8150, Weight: 5.35 lb Description: Concealable holsters are padded, designed to soften the hard edges of a hidden handgun. Most are worn inside the pants, with a shirt over the top of the gun (Bulk -2 or worse), or on the ankle (Bulk -1 or 0 only). -1 Fast-Draw (Pistol), +1 Holdout. \$125, 1 lb. LC4.	8275	6.35 lb
1	Glock 22, .40 S&W (JHP) (Hollow-Point, +0; Receives Skill Bonus (+3), +0; Receives Skill Bonus (+1), +0; Very Fine Quality, *5) {p. HT101} Per Unit - Cost: 3000, Weight: 2.1 lb Contents - Cost: 5150, Weight: 3.25 lb Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). Notes: [4][4] Usernotes: Very Fine, JHP Baffle Suppressor -> -1 Bulk integrated Scope -> -1 Bulk integrated	8150	5.35 lb
1	Green Integral Targeting Laser & Tactical Light (Sidearm) Usernotes: 1500-yard range, 2xXS/100 hrs, Poweron/off Free Action (HT157), If seen +1 to Skill, if seen by target +1 to AD; 25 yard beam, 2xXS/2hr LC4	1900	4 oz
1	Baffle Suppressor {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412), -4 to Hearing, -1 to Bulk	1000	1 lb
1	Variable-Power Scope (1,5-4,5) Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 1500, Weight: 1 lb Description: Variable-Power Scope (TL8). Pick three magnifications between 1.5x and 32x, typically whole-numbered multiples. \$250 per +1 Acc, 1 lb. LC4. Usernotes: +3 Acc	2250	2 lb
1	Advanced Night Sight, Add-On {p. HT156} Description: Advanced Night Sight, Add-On (TL8). This accessory adds Night Vision 7 to the benefits of another scope or sight. \$1,500, 1 lb., 2xXS/90 hrs. LC3.	1500	1 lb
1	Longarms Contents - Cost: 7450, Weight: 20.05 lb	7450	20.05 lb
1	Patrol Sling Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 2650, Weight: 7.6 lb	2700	9.6 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Patrol Sling	2700	9.6 lb
1	FN P90, 5.7x28mm (Receives Skill Bonus (+1), +0) {p. HT124} Per Unit - Cost: 1650, Weight: 6.6 lb Contents - Cost: 1000, Weight: 1 lb Description: TL:8 LC:2 Ammo:1 lb. Damage:3d-1 (2) pi- Acc:4 Range:180/1900 RoF:15 Shots:50+1(5) ST:8† Bulk:-3 Rcl:2 Skill:Guns (Submachine Gun) Notes:[2], [2] Integral reflex sight (p. 156). Notes: [2] Usernotes: Baffle Suppressor -> -1 Bulk integrated	2650	7.6 lb
1	Baffle Suppressor {p. B289, HT159} Description: TL:6 Notes: Reduces damage by -1 per die, see Silencers (p. B412), -4 to Hearing, -1 to Bulk	1000	1 lb
1	Patrol Sling Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 4700, Weight: 8.45 lb	4750	10.45 lb
1	Benelli M1 Super 90, 12G 3" {p. HT104} Per Unit - Cost: 1000, Weight: 8.2 lb Contents - Cost: 3700, Weight: 4 oz Description: TL:8 LC:3 Ammo:0.8 lb. Damage:1d+1 pi Acc:3 Range:40/800 RoF:3x9 Shots:7+1(2i) ST:10† Bulk:-5 Rcl:1/4 Skill:Guns (Shotgun) Notes:[1], [1] First Rcl figure is for shot, second is for slugs. Notes: [1]	4700	8.45 lb
1	Green Integral Targeting Laser & Tactical Light (Longarm) Usernotes: 1500-yard range, 2xXS/100 hrs, Poweron/off Free Action (HT157), If seen +1 to Skill, if seen by target +1 to AD; 25 yard beam, 2xXS/2hr LC4	3700	4 oz
1	Radio, Headset {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	500	8 oz
1	Pistol-Fist	0	-
Totals:		26644	86.25 lb
Qty	Hideout	Cost	Weight
1	Hideout Contents - Weight: 2 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	0	2 lb
0	Dollar	0	-
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
Totals:		0	2 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288} Per Unit - Cost: 60, Weight: 3 lb Contents - Cost: 450, Weight: 4 lb Description: TL:1 Notes: Holds 40 lbs. of gear.	510	7 lb
1	First Aid Kit {p. B289} Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Shortsword (Fine) (Fine Quality, *1) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	400	2 lb
Totals:		510	7 lb

CAMPAIGN LOG	
Points: (logged) 100	+ (other) 0 = (total) 100
Jetzt bin ich fertig! Juhu	
Advantage Fit [5] +Contact (Boris the Blade) [3]	
Perk Pistol-Fist (Guns (Pistol)) [1]	
Technique Dual-Weapon Attack (Guns (Pistol)) [5]	
<i>21.01.2012: 14 pts</i>	
Faceman "Multiclass"	
+IQ [20] Appearance Attractive [4] Charisma [5] +Fast-Talk [4] +Diplomacy [4] Carousing [2] Leadership [2] Public Speaking [2] Acting [2] Detect Lies [2] Merchant [2] Honest Face [1]	
<i>21.01.2012: 50 pts</i>	
I want to be Joe 'Jolly' Rogers again	
Brauche mit dem Weglassen der 12 Punkte die ich in Intimidation gesteckt hatte noch +24 Punkte wenn ich mir alles unten kaufen will (kostet insgesamt 36: 36-12=24). Da diese Punkte für Intimidation aber natürlich noch nicht auf dem Template waren, habe ich diese nicht "erstattet" gekriegt und so habe ich 36 Punkte dazu genommen.	
Advantages die mir noch fehlen:	
Language Spanish, Spoken:broken [1] Contact (Boris the Blade) [1] Combat Reflexes [15]	
Skills die mir noch fehlen:	
Climbing [1] Shield (Shield) [1] Area Knowledge (South Central) [1] Criminology [2] Fast-Talk [4] Diplomacy [4] Shadowing [2] Streetwise [2] First Aid (Human) [2]	
Folgende Skills würde ich weglassen (Bruno):	
Intimidation [-12]	
<i>21.01.2012: 36 pts</i>	

CAMPAIGN LOG (continued)	
Initial Character Creation - Strike Team / GURPS Action	
Lens: Law Enforcement - 20 Punkte 4 Law(Police) ist vorgeschrieben Dann habe ich ausgelesen:	
4 Observation 4 Search 4 Shortsword 2 Administration 2 Savoir-Faire (Police)	
Quirks - dafür habe ich folgendes gekauft für 5 Punkte	
1 Style Familiarity Jujitsu 1 Style Tech/A Elbow Strike 1 Style Tech/A Arm Lock 2 Style Tech/H Disarming	
<i>21.01.2012: 0 pts</i>	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	175
Advantages, Perks	147
Disadvantages, Quirks	-75
Skills, Techniques	103
Total Points Spent:	350
Unspent Points:	0