



Name: Donna "Spider" Houston

Race: Human

Appearance: GRUNT + COMBAT MEDIC + BRIEFING = \$16'000 + \$1'600 / DAY

Player:

Ht:

Wt:

Age:

Spent: 160
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 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d

* Cond. +2 from 'Lifting ST'

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	29 lb	58 lb	87 lb	174 lb	290 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	3	[2]
H&K USP, .40 S&W	12	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	
10*	10*	8*	10*						
Brawling	DX	DX	None						
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
Area of Operation (Accented) {p. B24}	[4]
Combat Reflexes {p. B43}	[15]
Culture (Area of Operations) {p. B23}	[1]
English (Native; Native Language) {p. B24}	[0]
Higher Purpose (Medic) {p. B59}	[5]
Lifting ST 2 {p. B65, P58}	[6]
Medic 6 {p. B89}	[30]
Reputation +1 (Revolutionaries; All the time; Small class) {p. B27}	[1]
Western (Native) {p. B23}	[0]

PERKS	
Name	Pts
Equipment Bond (My Crashkit) {p. wiki}	[1]



SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Area of Operations)	10	IQ+0	[1]
Brawling	12	DX+0	[1]
Parry: 10			
Camouflage	10*	IQ+0	[1]
Chemistry/TL8	8	IQ-2	[1]
Climbing	11	DX-1	[1]
Current Affairs/TL8 (Area of Operations)	10	IQ+0	[1]
Diagnosis/TL8 (Human)	14†	IQ+4	[1]
Driving/TL8 (Automobile)	11	DX-1	[1]
Electronics Operation/TL8 (Communications)	9	IQ-1	[1]
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)	16†	IQ+6	[1]
Forced Entry	12	DX+0	[1]
Gesture	10	IQ+0	[1]
Guns/TL8 (Pistol)	12	DX+0	[1]
Hiking	11	HT-1	[1]
Holdout	9	IQ-1	[1]
Housekeeping	10	IQ+0	[1]
Knife	12	DX+0	[1]
Parry: 9			
Leadership	9	IQ-1	[1]
Observation	9	Per-1	[1]
Pharmacy/TL8 (Synthetic)	14§	IQ+4	[1]
Physician/TL8 (Human)	14†	IQ+4	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Poisons/TL9	8	IQ-2	[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]
Surgery/TL8 (Human)	14†	IQ+4	[2]
Survival (Jungle)	9	Per-1	[1]
Survival (Woodlands)	9	Per-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			
† +6 from 'Medic', Cond. +2 from 'Crash Kit'			
‡ +1 from 'Combat Reflexes' § +6 from 'Medic'			

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Combat	9573	26.52 lb
1	Belt	0	—
Totals:		9573	26.52 lb

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat	9573	26.52 lb
Contents - Cost: 9573, Weight: 26.52 lb			
1	Armor	375	9 lb
Contents - Cost: 375, Weight: 9 lb			
1	Boots, Reinforced {p. wiki}	75	3 lb
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			
1	Ballistic Helmet (TL8) {p. HT70}	250	3 lb
Description: TL:8 LC:3 DR:12 Location:skull			
Location: skull			
1	Battle Dress Uniform (Jungle Camo) (TL8)	50	3 lb
Description: Gives you +1 to Camouflage when trying to blend in in a Jungle Environment			
1	Load-Bearing Vest (Carries 20 lbs., Pistol Holster) {p. wiki}	9198	17.52 lb
Per Unit - Cost: 30, Weight: 2 lb			
Contents - Cost: 9168, Weight: 15.52 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.			
1	Cigarette Lighter (TL6)	10	1.6 oz
1	Duct Tape, 15 yds. {p. MH1:54}	1	8 oz
Description: Pocket-sized flat roll.			
1	Flashlight, Mini (5 yds.) {p. wiki}	10	3.2 oz
Description: 5 -yard beam, 10 h			
1	Flex Cuffs (TL8)	5	4 oz
Description: Kabelbinder, zu Handschellen geformt. DR 1, HP2. -1 to Escape. 10 Stück.			
1	Mirror, Pocket {p. MH1:54}	5	—
1	Notebook, Pencil, & Chalk {p. MH1:54}	2	1.6 oz
1	Radio, Hand (TL7) {p. B288}	100	1 lb
Description: TL:7 Notes: Classic "walkie-talkie." 2-mile range. 12hrs.			
1	Multi-Tool (TLO; Fine, +0%) {p. B272, B276}	50	8 oz
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]			
1	H&K USP, .40 S&W (TL8) {p. HT101}	770	2.3 lb
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]			
1	H&K USP, .40 S&W (5 Reloads; TL8)	160	3 lb
1	ARGES HG 86 (TL7) {p. HT193}	25	6.4 oz
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]			
1	Schermuly Stun (TL7) {p. HT193}	30	8 oz
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]			
1	Crash Kit (Signature Gear, +0; Cutting-Edge, +100%; Quality (Fine: +2 to skill), *20) {p. MH1:56}	8000	6.67 lb
1	Hands	0	—
1	Wrists	0	—
1	Ankles	0	—
1	Back	0	—