STRIKE TEAM

CHARACTER SHEET

Name: Ronald McClane
Race: Human
Appearance: Ich traue keinem Bullen bis ich weiss dass er sauber ist. Mein Familie und meine Freundin sind mir heilig und ich tue alles dafür, dass sie mich gut finden. Trotz meiner analytischen Fähigkeiten bin ich ein Mann der Tat!

Player: Stefan
Ht: **Wt:** **Age:**
Spent: 354
Unspent: 0

ST 11	[10]	**HP** 11	[0]	**Basic Speed** 6,5	[0]	
DX 14	[80]	**Will** 15	[0]	**Basic Move** 6	[0]	
IQ 15	[100]	**Per** 17	[10]	**BL** 24 lb (ST×ST)/5		
HT 12	[20]	**FP** 12	[0]	Thr 1d-1	Sw 1d+1	

TL 8 [0] **SM** +0

Vision	17	Taste/Smell	17	Death Check	12
Hearing	17	Fright Check	17*	Knockdown Check	12
Touch	17	Consciousness	12		

* +2 from 'Combat Reflexes'

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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.

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: +0*

* Cond. +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, Cond. -1 from 'Social Stigma (Criminal Record)', Cond. +2 from 'Gumshoe' when talent matters

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Destiny 1	[5]
Gumshoe 2 {p. B89}	[12]
Description: +1 per level to the following Skills: Criminology, Detect Lies, Forensics, Interrogation, Observation, Search	
Gunslinger {p. B58}	[25]
Intuition {p. B63, P56}	[15]
Description: You usually guess right. When faced with a number of alternatives, and no logical way to choose among them, you can ask the GM to let you use your Intuition. The GM makes a secret IQ roll, with a bonus equal to the number of "good" choices and a penalty equal to the number of "bad" choices. On a success, he steers you to a good choice; on a critical success, he tells you the best choice. On a failure, he gives you no information; on a critical failure, he steers you toward a bad choice. The GM can modify this as he sees fit for other situations where Intuition might logically help. Only one roll per question is allowed. The GM should never allow Intuition to short-circuit an adventure – for instance, by letting the intuitive detective walk into a room, slap the cuffs on the guilty party, and close the case. At the most, Intuition would point the detective in the direction of a good clue. GMs who don't think they can control Intuition should not allow it in their games. Roll to guess correctly: 15 (IQ)	
Luck {p. B66, P59}	[15]
Signature Gear (Mara) **1** {p. B85}	[1]
Signature Gear (Suzie) **1** {p. B85}	[1]
Universal Gunman Training (Skull)	[15]
Usernotes: You have Targeted Attack/Skull for any weapon using the Guns or Gunner Skills. For you the penalty to hit the skull with any of the afore mentioned skills is -3 instead of -7.	

PERKS

Name	Pts
Pistol-Fist (Guns (Pistol)) {p. PU2:6}	[1]
Description: Manually add close combat attack w. parry at skill/2 +3	
Quick Reload (Detachable Magazine) {p. GF21}	[1]
Description: A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine or for Swing-Out Revolver (with a speedloader), or with a single Ready maneuver for every other specialty but Muzzleloader.	
Quick-Sheathe (Pistol) {p. MA51, MA51,HT249,PU2:7}	[1]
Tracer Eyes {p. GF22}	[1]
Description: Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill.	

DISADVANTAGES

Name	Pts
Code of Honor (Serve and Protect) {p. B127}	[-10]
Impulsiveness (9 or less, *1.5) {p. B139}	[-15]
Intolerance (Police) (One group) {p. B140}	[-5]
Obsession (Regain Trust of Family) (Long-Term Goal) (12 or less, *1) {p. B146}	[-10]
Sense of Duty (Team) {p. B153}	[-5]
Social Stigma (Criminal Record) {p. B155}	[-5]

QUIRKS

Name	Pts
Insubordinate {p. B163}	[-1]
Usernotes: I do not react well to authority	
Nosy {p. B164}	[-1]
Description: You are always poking your nose into corners and everyone else's business (which is likely to result in a small reaction penalty once in a while).	
Obsession (Marry Girlfriend) {p. B164}	[-1]
Only good friends call me "Ronny"	[-1]
Usernotes: Quirk Level Bad Temper	

SKILLS			
Name	**Level**	**Relative**	**Pts**
Accounting {p. B174}	13	IQ-2	[1]
Acrobatics {p. B174}	13	DX-1	[2]
Administration {p. B174}	14	IQ-1	[1]
dAnimal Handling (Dogs) {p. B175}	10	IQ-5	[0]
dArmoury/TL8 (Small Arms) {p. B178}	14	IQ-1	[1]
dArtillery/TL8 (Guided Missile) {p. B178}	10	IQ-5	[0]
Body Language (Human) {p. B181}	16	Per-1	[1]
Brainwashing/TL8 {p. B182}	13	IQ-2	[1]
Brawling {p. B182}	16	DX+2	[4]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, 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. Notes: ||| Parry: 12			
Camouflage {p. B183}	15	IQ+0	[1]
Carousing {p. B183}	12	HT+0	[1]
Climbing {p. B183}	13	DX-1	[1]
Computer Operation/TL8 {p. B184}	15	IQ+0	[1]
dCounterfeiting/TL8 {p. B185}	9	IQ-6	[0]
Criminology/TL8 {p. B186}	16*	IQ+1	[1]
Usernotes: Criminology is the skill of interpreting crime scenes and forensic evidence to predict how the criminals involved will behave. Many investigators learn their criminology skill in the field, from years of observation and practice. Some augment their skill with academic study.			
dCrossbow {p. B186}	10	DX-4	[0]
Cryptography/TL8 {p. B186}	13	IQ-2	[1]
Detect Lies {p. B187}	17*	Per+0	[1]
Diagnosis/TL8 (Human) {p. B187}	13	IQ-2	[1]
Diplomacy {p. B187}	13	IQ-2	[1]
Driving/TL8 (Automobile) {p. B188}	13	DX-1	[1]
dElectronics Operation/TL8 (Media) {p. B189}	10	IQ-5	[0]
dElectronics Operation/TL8 (Security) {p. B189}	10	IQ-5	[0]
Electronics Operation/TL8 (Surveillance) {p. B189}	14	IQ-1	[1]
Engineer/TL8 (Automobile) {p. B190}	13	IQ-2	[1]
dEngineer/TL8 (Small Arms) {p. B190}	9	IQ-6	[0]
dEngineer/TL8 (Vehicular Armor) {p. B190}	9	IQ-6	[0]
dExplosives/TL8 (Demolition) {p. B194}	10	IQ-5	[0]
Fast-Draw/TL8 (Ammo) {p. B194}	15†	DX+1	[1]
Fast-Draw (Grenade) {p. B194}	15†	DX+1	[1]
Fast-Draw (Handcuffs) {p. B194}	15†	DX+1	[1]
Fast-Draw (Knife) {p. B194}	15†	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	15†	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	15†	DX+1	[1]
dFilch {p. B195}	9	DX-5	[0]
First Aid/TL8 (Human) {p. B195}	15	IQ+0	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Forensics/TL8 {p. B196}	15*	IQ+0	[1]
Usernotes: Forensics is the laboratory counterpart of the field science of criminology. It is the skill of finding, preserving and comparing fingerprints; of analyzing blood spatters, bullet paths, and chemicals; and of matching firearms to fired bullets and casings. Many investigators have a practical understanding of basic forensics sufficient to preserve a crime scene and understand a specialist's report. Some investigators are also specialists in forensics or one of its many specialties.			
dForgery/TL8 {p. B196}	9	IQ-6	[0]
dGunner/TL8 (Machine Gun) {p. B198}	10	DX-4	[0]
dGuns/TL8 (Grenade Launcher) {p. B198}	14	DX+0	[0]
dGuns/TL8 (Light Anti-Armor Weapon) {p. B198}	14	DX+0	[0]
dGuns/TL8 (Light Machine Gun) {p. B198}	16	DX+2	[0]
Guns/TL8 (Pistol) {p. B198}	18	DX+4	[12]
dGuns/TL8 (Rifle) {p. B198}	16	DX+2	[1]
dGuns/TL8 (Shotgun) {p. B198}	16	DX+2	[0]
dGuns/TL8 (Submachine Gun) {p. B198}	16	DX+2	[0]
Holdout {p. B200}	14	IQ-1	[1]
dHousekeeping {p. B200}	11	IQ-4	[0]

SKILLS (continued)			
Name	**Level**	**Relative**	**Pts**
Intelligence Analysis/TL8 {p. B201}	13	IQ-2	[1]
Usernotes: This skill has nothing to do with gathering intelligence. Use Current Affairs (p.186) and Research (p. 217) to sift through public sources; Forensics (p. 196) and Search (p. 219) to find physical clues; Observation (p. 211) for human surveillance; and Electronics Operation (p. 189) to work with the satellite imagery, communications intercepts, and related technical means common at TL7+.			
Interrogation {p. B202}	16*	IQ+1	[1]
Intimidation {p. B202}	14	Will-1	[1]
Judo {p. B203}	14	DX+0	[4]
Parry: 11			
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Law (Police) {p. B204}	13	IQ-2	[1]
Lip Reading {p. B205}	16	Per-1	[1]
Liquid Projector/TL8 (Sprayer) {p. B205}	14	DX+0	[1]
Lockpicking/TL8 {p. B206}	14	IQ-1	[1]
Machinist/TL8 {p. B206}	14	IQ-1	[1]
Mathematics/TL8 (Applied) {p. B207}	13	IQ-2	[1]
Mechanic/TL8 (Automobile) {p. B207}	14	IQ-1	[1]
dMerchant {p. B209}	10	IQ-5	[0]
Observation {p. B211}	18*	Per+1	[1]
dPhotography/TL8 {p. B213}	10	IQ-5	[0]
Physician/TL8 (Human) {p. B213}	13	IQ-2	[1]
dPickpocket {p. B213}	8	DX-6	[0]
dPoisons/TL8 {p. B214}	10	IQ-5	[0]
dPropaganda/TL8 {p. B216}	10	IQ-5	[0]
Psychology (Human) {p. B216}	13	IQ-2	[1]
dPublic Speaking {p. B216}	10	IQ-5	[0]
Research/TL8 {p. B217}	14	IQ-1	[1]
Savoir-Faire (Gangs) {p. B218}	15	IQ+0	[1]
dSavoir-Faire (High Society) {p. B218}	11	IQ-4	[0]
Savoir-Faire (Police) {p. B218}	15	IQ+0	[1]
Scrounging {p. B218}	17	Per+0	[1]
Search {p. B219}	18*	Per+1	[1]
Shadowing {p. B219}	14	IQ-1	[1]
dShortsword {p. B209}	10	DX-4	[0]
Parry: 9			
dSinging {p. B220}	8	HT-4	[0]
Sleight of Hand {p. B221}	12	DX-2	[1]
dSmith/TL8 (Iron) {p. B221}	10	IQ-5	[0]
dSmuggling {p. B221}	10	IQ-5	[0]
Spear {p. B208}	13	DX-1	[1]
Parry: 10			
dStaff {p. B208}	11	DX-3	[0]
Parry: 11			
Stealth {p. B222}	13	DX-1	[1]
Streetwise {p. B223}	14	IQ-1	[1]
Surgery/TL8 (Human) {p. B223}	12	IQ-3	[1]
Swimming {p. B224}	12	HT+0	[1]
Tactics {p. B224}	13	IQ-2	[1]
Throwing {p. B226}	13	DX-1	[1]
dThrown Weapon (Knife) {p. B226}	10	DX-4	[0]
Tracking {p. B226}	16	Per-1	[1]
Traps/TL8 {p. B226}	14	IQ-1	[1]
Urban Survival {p. B228}	12	Per-5	[0]
dWriting {p. B228}	10	IQ-5	[0]
Zen Marksmanship (Guns (Rifle)) {p. HT250, GF24}	0	IQ-15	[0]

* +2 from 'Gumshoe'   † +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	16	12	1d-1 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	16	–	1d-1 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	14	–	1d cr	C,1	–	–	–	
Brawling: Kick w/Boots Skill used: Brawling-2	14	–	1d+1 cr	C,1	–	–	–	

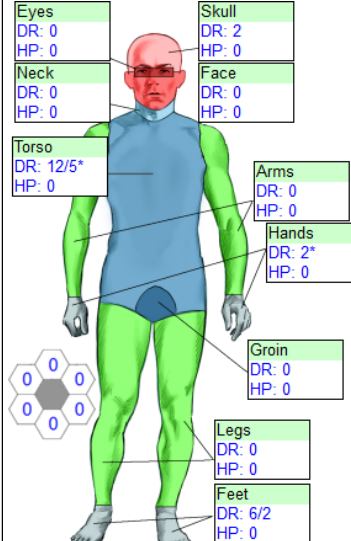| Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brass Knuckles Skill used: Brawling	16	12	1d cr	C	–	.25	4	[3]
Colt M4A1, 5.56x45mm (Suzie): Bayonet Skill used: Spear+2	15	11	1d+2 imp	1,2*	0†	13	4	
Colt M4A1, 5.56x45mm (Suzie): Rifle Butt Skill used: Staff+2	13	10	1d+3 cr	1,2	0†	13	4	
Glock 18, 9x19mm (Mara): Pistol Fist Skill used: Guns (Pistol)+1	19	13	1d-1 cr	C	–	4.35	4	
Long Knife: Knife swing Skill used: Knife	14	11	1d+1 cut	C,1	7	1.5	4	
Long Knife: Knife thrust Skill used: Knife	14	11	1d imp	C,1	7	1.5	4	

Reach "*": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
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
Colt M4A1, 5.56x45mm (Suzie): Primary Skill used: Guns (Rifle)+2	18	4d+2 pi	6+5	750 yd / 1.65 mi	15	30+1(3)	9†	-8	2	13	2	[8]
Glock 18, 9x19mm (Mara): Primary Skill used: Guns (Pistol)+1	19	2d+2 pi	3	160 yd / 1.02 mi	21	31+1(3)	9	-3	2	4.35	2	[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.

SLAM TABLE

Mvmt.	1–2	3–4	5–7
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	10*	
Judo	DX	DX	None	

Eyes — DR: 0 — HP: 0
Neck — DR: 0 — HP: 0
Skull — DR: 2 — HP: 0
Face — DR: 0 — HP: 0
Torso — DR: 12/5* — HP: 0
Arms — DR: 0 — HP: 0
Hands — DR: 2* — HP: 0
Groin — DR: 0 — HP: 0
Legs — DR: 0 — HP: 0
Feet — DR: 6/2 — HP: 0

0 0
0 0
0 0

Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	6	
Hands	4	
Legs	6	
Feet	4	
Bonus DR: 0		
Bonus DB: 0		

Notes:

* +1 from 'Combat Reflexes'

HP

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

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.
-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

FP	0 FP			
12 11 10 9 8	0 -1 -2 -3 -4			
7 6 5 4 3	-5 -6 -7 -8 -9			
2 1	-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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

TECHNIQUES

Name	Level	Relative	Pts
Arm Lock (Judo) {p. MA65, B230}	14	def+0	[0]
Disarming (Brawling) {p. MA70, B230}	16	def+0	[0]
Handcuffing (Judo) {p. MY112}	13	def+0	[0]

ENCUMBRANCE 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
	–	-1	-2	-3	-4
Dodge	10	9	8	7	6

LOAD-OUTS

Qty	Car	Cost	Weight
1	_Car	17890	48 lb
	Contents - Cost: 17890, Weight: 48 lb		
1	Colt M4A1, 5.56x45mm (Suzie; TL8; Signature Gear, +0; Bayonet, +0; Rifle Butt, +0; Receives Skill Bonus (+2), +0; Very Fine Quality, *5) {p. HT120}	9720	13 lb
	Per Unit - Cost: 4750, Weight: 7.3 lb		
	Contents - Cost: 4970, Weight: 5.7 lb		
	Description: TL:8 LC:2 Ammo:1 lb. Damage:4d+2 pi Acc:4 Range:750/2900 RoF:15 Shots:30+1(3) ST:9† Bulk:-4 Rcl:2 Skill:Guns (Rifle) Notes:[8], [8] Accessory rail (p. 161). Notes: [8]||		
1	Reflex Sight {p. MH1:55}	550	3.2 oz
1	Scope (+5) {p. wiki}	2750	2 lb
	Per Unit - Cost: 1250, Weight: 1 lb		
	Contents - Cost: 1500, Weight: 1 lb		
1	Night Sight 7 (TL8)	1500	1 lb
1	Silencer (Rifle) {p. wiki}	750	1.5 lb
	Description: -1 Bulk, -3 Hearing		
1	Targeting Laser, Rifle (TL8)	750	8 oz
	Description: +1 to Guns (Rifle) up to 750m		
1	Shoulder Rig (TL8)	120	1 lb
	Description: This is a harness (rather than a sling) to suspend a compact long arm (Bulk -3 or -4) muzzle down under the shoulder of the strong arm, concealing it under a coat or jacket. It allows the weapon to be whipped up and fired while attached to the rig. The weapon is balanced by two or three magazine pouches under the weak arm. Commercial shoulder rigs were introduced in the early 1980s for the H&K MP5K (High-Tech, p. 123) and IMI Uzi (High-Tech, p. 125). They are popular with bodyguards. +1 Holdout and +2 Retain Weapon. $120, 1 lb. LC4.		
1	Rifle Brass Catcher (TL8)	50	8 oz
5	Colt M4A1, 5.56x45mm (Magazine, 30 Cartridges; TL8) [5][4][3][2][1]	170	5 lb
	Per Unit - Cost: 34, Weight: 1 lb		
1	Suitcase, Hard {p. wiki}	8000	30 lb
	Per Unit - Cost: 250, Weight: 8 lb		
	Contents - Cost: 7750, Weight: 22 lb		
	Description: "Can hold 100 lbs. DR 4 with a key lock.		
1	Evidence Collection Kit (TL8)	150	10 lb
	Description: Basic equipment for collecting evidence (bullets, prints, etc.) at a crime scene.		
10	Truth Serum (TL8)	100	–
	Per Unit - Cost: 10		
	Description: Make a Physician roll to administer. After 30 seconds, the subject must make a HT-1 roll or have -2 to Will and self-control rolls for (20 - HT)/2 minutes. Dose: $10, neg.		
1	Suitcase Lab (Forensics; TL8)	3000	10 lb
1	Surveillance Endoscope (TL8)	4500	2 lb
	Description: A yard-long fiber optic for stealthily peering under doors, around corners, etc. Spotting the protruding tube requires a Vision-5 roll. $4,500, 2 lbs.		
	Totals:	**17890**	**48 lb**

Qty	« Combat »	Cost	Weight
1	_Combat	8133	23.8 lb
	Contents - Cost: 8133, Weight: 23.8 lb		
1	_Armor	1130	6 lb
	Contents - Cost: 1130, Weight: 6 lb		
1	Concealable Vest (TL8) {p. HT66}	1000	2 lb
	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		
1	Boots, Steel-Toed (TL6) {p. HT68}	100	4 lb
	Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e. g. , dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks.
Location: feet		
1	Leather Gloves (TL1) {p. B284}	30	–
	Description: TL:1 LC:-- DR:2* Locations: hands
Location: hands		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	_Combat	8133	23.8 lb
1	Ordinary Clothes (Status +0; TL0) {p. B266}	120	2 lb
	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.		
1	Load-Bearing Vest (Disguised (Custom); TL8; Disguised (custom-built), *5) {p. HT54}	1958	11.45 lb
	Per Unit - Cost: 600, Weight: 1 lb		
	Contents - Cost: 1358, Weight: 10.45 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!		
1	Long Knife (TL2; _Remove Attack Mode (Shortsword swing), +0; _Remove Attack Mode (Shortsword thrust), +0; Fine Quality, *1) {p. MA228, MA229}	120	1.5 lb
	Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]		
1	Brass Knuckles (TL1) {p. B271}	10	4 oz
	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:-- Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate improve damage with punches and kicks (claws don't affect damage with brass knuckles or boots); Boxing improves punching damage. Calculated damage takes into account these skill bonuses.
Notes: [3]		
1	iPhone 6 Plus (TL8)	1000	4.8 oz
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	First Aid Kit {p. MH1:56}	10	1 lb
1	Flashlight, Mini (5 yds.) {p. wiki}	10	3.2 oz
	Description: 5 -yard beam, 10 h		
4	Flex Cuffs (TL8)	20	1 lb
	Per Unit - Cost: 5, Weight: 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
5	Glock 18, 9x19mm (Magazine, 31 Cartridges; TL8) [5][4][3][2][1]	170	5.5 lb
	Per Unit - Cost: 34, Weight: 1.1 lb		
1	_Weapons	4925	4.35 lb
	Contents - Cost: 4925, Weight: 4.35 lb		
1	Glock 18, 9x19mm (Mara; TL8; Signature Gear, +0; Pistolfist, +0; Receives Skill Bonus (+1), +0; Fine Quality, *2) {p. HT101}	4925	4.35 lb
	Per Unit - Cost: 2000, Weight: 2.6 lb		
	Contents - Cost: 2925, Weight: 1.75 lb		
	Description: The Glock 18(1986-) is a rare selective-fire machine pistol: Wt. 2.6/1.1, RoF 21, Shots 31+1, ST 9, Bulk -3, Cost $1,000/$34, LC2. It can also use the Glock 17 magazine (Bulk -2), and vice versa
Notes: [4]||		
1	Holster, Belt (TL5) {p. B289}	25	8 oz
	Description: TL:5 Notes: Fits most pistols.		
1	Silencer, Pistol (-4; TL8)	1000	1 lb
	Usernotes: -1 to Bulk		
1	Green Integral Targeting Laser & Tactical Light (Sidearm; TL8)	1900	4 oz
	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		
	Totals:	**8133**	**23.8 lb**

NOTES

That's right. Intelligence Analysis is not a genre- or setting-specific skill. Wherever there are armies or spies, there are analysts. This is as true when you have TL1 scouts reporting to a war chief as in a TL8 environment with satellites and drones. In essence, it's like Intuition learned as a skill rather than bought as an advantage, with the limitations "Requires intelligence-gathering" and "Only for operational and strategic matters."

Criminology in some basic sense has been around at least since TL2, and most of what I just said applies to it as well, with suitable substitutions: Wherever there are law-enforcers and criminals, there are detectives. In essence, it's like Intuition learned as a skill rather than bought as an advantage, with the limitations "Requires clue-gathering" and "Only for solving crimes."

Whether the GM chooses to use these skills is entirely an issue of gaming style, of course. However, as I've ranted elsewhere, "generic" is -- as the word implies -- about genres. That a particular GM wouldn't use these items in his campaign says nothing about how generic they are. All it tells me is that the GM prefers pixel-bitching to the dramatic "You've done enough legwork. Here's what your training tells you about the big picture, based on what you've found . . ." approach.

While having the players solve mysteries and puzzles using their own intelligence, deduction, and experience is wonderfully old-school, it isn't actually good for roleplaying. Roleplaying is about playing at being somebody else. Presumably, if you're playing a detective or an analyst, you're expecting him to be as good at detective work or analysis as the warrior over there is at fighting -- which ought to be a property of the PC, not the player. Skills like this offer a target number to roll against when the GM is handing out clues to such investigative PCs. The better the roll, the better the clues.