



Name: Brad Chowerr  
 Race: Human  
 Appearance:

Player: Stefan  
 Ht: Wt:

Age: Spent: 300  
 Unspent: 0

### CHARACTER SHEET

|                     |                     |                              |
|---------------------|---------------------|------------------------------|
| <b>ST</b> 10 [ 0]   | <b>HP</b> 10 [ 0]   | <b>Basic Speed</b> 6 [ -5]   |
| <b>DX</b> 13 [ 60]  | <b>Will</b> 15 [ 0] | <b>Basic Move</b> 6 [ 0]     |
| <b>IQ</b> 15 [ 100] | <b>Per</b> 17 [ 10] | <b>BL</b> 20 lb (STxST)/5    |
| <b>HT</b> 12 [ 20]  | <b>FP</b> 12 [ 0]   | <b>Thr</b> 1d-2 <b>Sw</b> 1d |

|                  |              |
|------------------|--------------|
| <b>TL</b> 8 [ 0] | <b>SM</b> +0 |
|------------------|--------------|

|            |                  |                    |
|------------|------------------|--------------------|
| Vision 17  | Taste/Smell 17   | Death Check 12     |
| Hearing 17 | Fright Check 15  | Knockdown Check 12 |
| Touch 17   | Consciousness 12 |                    |

| LIFTING FEATS                 |              |              |                                       |                |                |
|-------------------------------|--------------|--------------|---------------------------------------|----------------|----------------|
| Name                          | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡                         | Carry on Back§ | Shift Slightly |
| Basic                         | 40 lb        | 160 lb       | 240 lb                                | 300 lb         | 1000 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. |                |                |

| 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 'Paranoia', Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved |     |

| TEMPLATES AND META-TRAITS  |      |
|--|------|
| Name   | Pts  |
| <b>Investigator</b> (Action) {p. A1:12}<br>Description: You get the facts, just the facts.             | [ 0] |
| <b>Security</b> (Action) {p. A1:5}<br>Description: You're a boydgard, secret policeman, or counterspy. | [ 0] |

| ADVANTAGES  |       |
|---|-------|
| Name  | Pts   |
| <b>Danger Sense</b> {p. B47, P46}<br>Roll to sense danger: 17 (Per) | [ 15] |
| <b>Empathy</b> {p. B51, P48}<br>Roll to empathize: 15 (IQ)          | [ 15] |
| <b>Intuition</b> {p. B63, P56}<br>Roll to guess correctly: 15 (IQ)  | [ 15] |
| <b>Luck</b> {p. B66, P59}   | [ 15] |
| <b>Multilingual</b> (Native, Languages of L.A.)                     | [ 18] |

| PERKS  |      |
|--|------|
| Name   | Pts  |
| <b>Pistol-Fist</b> (Guns (Pistol)) {p. PU2:6}<br>Description: Manually add close combat attack w. parry at skill/2 +3  | [ 1] |
| <b>Quick Reload</b> (Detachable Magazine) {p. GF21}<br>Description: You can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most modern automatics), Muzzleloader (for black-powder guns), Swing-Out Revolver (formodern revolvers), etc. See High-Tech for a full list. 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. For the Muzzleloader specialty, you can take several levels of this perk, and a successful Fast-Draw roll chops 25% per level off reload time, to a minimum of three seconds. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film! | [ 1] |

| DISADVANTAGES                               |        |
|---|--------|
| Name  | Pts    |
| <b>Curious</b> (12 or less, *1) {p. B129}   | [ -5]  |
| <b>Greed</b> (12 or less, *1) {p. B137}     | [ -15] |
| <b>Honesty</b> (15 or less, *0.5) {p. B138} | [ -5]  |
| <b>Laziness</b> {p. B142}                   | [ -10] |
| <b>Paranoia</b> {p. B148}                   | [ -10] |



| SKILLS   |                 |  |        |
|--|-----------------|--|--------|
| Name   | Level           | Relative   | Pts    |
| Administration {p. B174}   | 15              | IQ+0   | [ 2 ]  |
| Brainwashing/TL8 {p. B182}   | 14              | IQ-1   | [ 2 ]  |
| Brawling {p. B182}   | 14              | DX+1   | [ 2 ]  |
| 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.<br>Parry: 10 |                 |  |        |
| Computer Operation/TL8 {p. B184}   | 16              | IQ+1   | [ 2 ]  |
| Criminology/TL8 {p. B186}  | 15              | IQ+0   | [ 2 ]  |
| Cryptography/TL8 {p. B186}   | 14              | IQ-1   | [ 2 ]  |
| Detect Lies {p. B187}  | 19 <sup>†</sup> | Per+2  | [ 2 ]  |
| Diplomacy {p. B187}  | 14              | IQ-1   | [ 2 ]  |
| Driving/TL8 (Automobile) {p. B188}   | 12              | DX-1   | [ 1 ]  |
| Electronics Operation/TL8 (Surveillance) {p. B189}   | 14              | IQ-1   | [ 1 ]  |
| Fast-Draw/TL8 (Ammo) {p. B194}   | 14              | DX+1   | [ 2 ]  |
| Fast-Draw (Pistol) {p. B194}   | 14              | DX+1   | [ 2 ]  |
| Forensics/TL8 {p. B196}  | 14              | IQ-1   | [ 2 ]  |
| Guns/TL8 (Pistol) {p. B198}  | 17              | DX+4   | [ 12 ] |
| Guns/TL8 (Submachine Gun) {p. B198}  | 15              | DX+2   | [ 0 ]  |
| Hazardous Materials/TL8 (Biological) {p. B199}   | 15              | IQ+0   | [ 2 ]  |
| Hazardous Materials/TL8 (Chemical) {p. B199}   | 15              | IQ+0   | [ 2 ]  |
| Hazardous Materials/TL8 (Radioactive) {p. B199}  | 15              | IQ+0   | [ 2 ]  |
| Holdout {p. B200}  | 14              | IQ-1   | [ 1 ]  |
| Intelligence Analysis/TL8 {p. B201}  | 16              | IQ+1   | [ 8 ]  |
| Interrogation {p. B202}  | 15              | IQ+0   | [ 2 ]  |
| Judo {p. B203}   | 12              | DX-1   | [ 2 ]  |
| Parry: 9   |                 |  |        |
| Lip Reading {p. B205}  | 17              | Per+0  | [ 2 ]  |
| Observation {p. B211}  | 17              | Per+0  | [ 2 ]  |
| Psychology (Human) {p. B216}   | 14 <sup>†</sup> | IQ-1   | [ 2 ]  |
| Savoir-Faire (High Society) {p. B218}  | 16              | IQ+1   | [ 2 ]  |
| Scrounging {p. B218}   | 17              | Per+0  | [ 1 ]  |
| Search {p. B219}   | 17              | Per+0  | [ 2 ]  |
| Shadowing {p. B219}  | 15              | IQ+0   | [ 2 ]  |
| Stealth {p. B222}  | 13              | DX+0   | [ 2 ]  |
| Tactics {p. B224}  | 14              | IQ-1   | [ 2 ]  |
| * +3 from 'Empathy'  |                 | † Cond. +3 from 'Empathy' when you can converse with subject |        |

| MELEE ATTACKS   |       |       |         |       |    |     |    |       |
|---|-------|-------|---------|-------|----|-----|----|-------|
| Non-Equipment based   | Skill | Parry | Damage  | Reach | ST | Wt  | LC | Notes |
| Brawling: Punch<br><i>Skill used: Brawling</i>                    | 14    | 10    | 1d-3 cr | C     | -  | -   | -  |       |
| Brawling: Bite<br><i>Skill used: Brawling</i>                     | 14    | -     | 1d-3 cr | C     | -  | -   | -  |       |
| Brawling: Kick<br><i>Skill used: Brawling-2</i>                   | 12    | -     | 1d-2 cr | C,1   | -  | -   | -  |       |
| Equipment based   | Skill | Parry | Damage  | Reach | ST | Wt  | LC | Notes |
| H&K USP, .40 S&W: Pistol Fist<br><i>Skill used: Guns (Pistol)</i> | 17    | 11    | 1d-2 cr | C     | -  | 2.3 | 4  |       |

| RANGED ATTACKS  |       |          |     |                  |     |         |    |      |     |     |    |        |
|---|-------|----------|-----|------------------|-----|---------|----|------|-----|-----|----|--------|
| Name  | Skill | Damage   | Acc | Range            | RoF | Shots   | ST | Bulk | Rcl | Wt  | LC | Notes  |
| H&K USP, .40 S&W: Primary<br><i>Skill used: Guns (Pistol)</i> | 17    | 2d+2 pi+ | 2   | 160 yd / 1.02 mi | 3   | 13+1(3) | 9  | -2   | 2   | 2.3 | 3  | [4, 6] |

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

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|-------|-------|-------|-------|-------|
| 9     | 9     | 7     | 9     |       |
| Judo  | DX    | DX    | None  |       |

| Loc.  | HP | # |
|-------|----|---|
| Eyes  | 2  |   |
| Neck  | -  |   |
| Skull | -  |   |
| Face  | -  |   |
| Torso | -  |   |
| Groin | -  |   |
| Arms  | 6  |   |
| Hands | 4  |   |
| Legs  | 6  |   |
| Feet  | 4  |   |

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

Diagram labels and values:

- Eyes: DR: 0, HP: 0
- Skull: DR: 2, HP: 0
- Neck: DR: 0, HP: 0
- Face: DR: 0, HP: 0
- Torso: DR: 12/5\*, HP: 0
- Arms: DR: 0, HP: 0
- Hands: DR: 0, HP: 0
- Groin: DR: 0, HP: 0
- Legs: DR: 0, HP: 0
- Feet: DR: 2\*, HP: 0

| HP                   | 0 HP          | -1xHP          | -2xHP               | -3xHP               | -4xHP               |
|----------------------|---------------|----------------|---------------------|---------------------|---------------------|
| 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 |
|                      |               |                |                     |                     |                     |

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.

| TECHNIQUES   |       |          |       |
|--|-------|----------|-------|
| Name   | Level | Relative | Pts   |
| Targeted Attack/TL8 (Guns (Pistol)/Skull)<br>(p. HT252)  | 14    | def+4    | [ 5 ] |
| Targeted Attack/TL8 (Guns (Pistol)/Vitals)<br>(p. HT252) | 16    | def+2    | [ 3 ] |

| ENCUMBRANCE TABLE |          |       |       |        |        |
|-------------------|----------|-------|-------|--------|--------|
| Name              | « None » | Light | Med   | Hvy    | X-Hvy  |
| Lifting           | x1       | x2    | x3    | x6     | x10    |
| Basic             | 20 lb    | 40 lb | 60 lb | 120 lb | 200 lb |
| Movement          | x1       | x0.8  | x0.6  | x0.4   | x0.2   |
| 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   |
| Dodge             | 9        | 8     | 7     | 6      | 5      |

| LOAD-OUTS      |  |             |               |
|----------------|--|-------------|---------------|
| Qty            | « Combat »   | Cost        | Weight        |
| 1              | _Combat<br>Contents - Cost: 1970, Weight: 9.3 lb   | 1970        | 9.3 lb        |
| 1              | Boots (TL5) {p. HT68}<br>Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271).<br>Location: feet   | 80          | 3 lb          |
| 1              | Concealable Vest (TL8) {p. HT66}<br>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.<br>Location: torso  | 1000        | 2 lb          |
| 1              | H&K USP, .40 S&W (TL8; Pistolfist, +0) {p. HT101}<br>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).<br>Notes: [4, 6] | 770         | 2.3 lb        |
| 1              | Ordinary Clothes (TL0) {p. B266}<br>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.             | 120         | 2 lb          |
| <b>Totals:</b> |  | <b>1970</b> | <b>9.3 lb</b> |