

GURPS

CHARACTER SHEET

Name: Joe "Jolly" Rogers

Race: Human

Appearance: Kaukasier, Halbglatze restliche Haare braun, braune Augen, verschmitztes Lächeln, Piratenflaggentattoo auf dem rechten Arm

Player: Stefan Leuenberger

Ht: 1.75m Wt: 70kg Age: 29

Spent: 265

Unspent: 1

ST	11	[10]	HP	11	[0]	Basic Speed	7	[0]
DX	16	[120]	Will	11	[0]	Basic Move	7	[0]
IQ	11	[20]	Per	12	[5]	BL	24 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+1
TL	8	[0]	SM	+0				

Vision	12	Fright Check	13*	High Jump	1.06 yd
Hearing	12	Consciousness	13†	Money	-24387
Touch	12	Death Check	13‡		
Taste/Smell	12	Broad Jump	4.33 yd		

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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	48 lb	192 lb	288 lb	360 lb	1200 lb

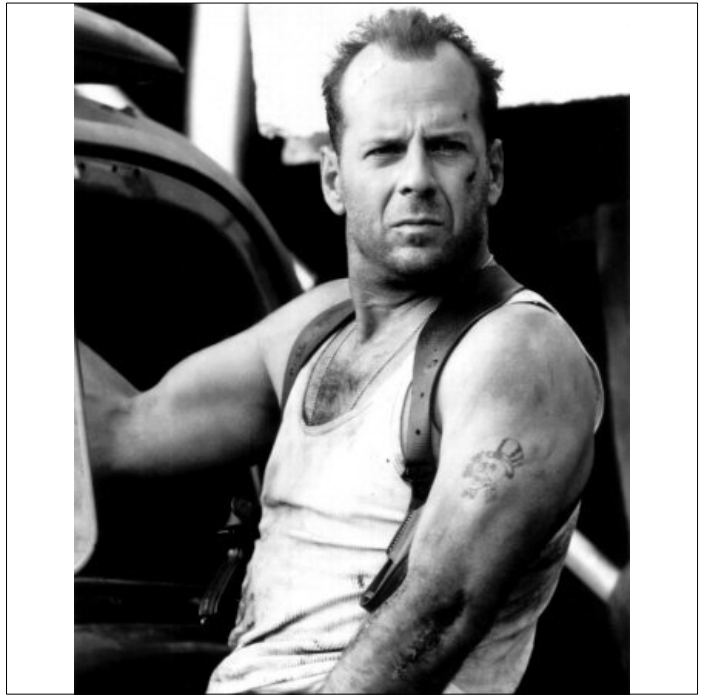
* Takes 2 seconds to complete ‡ Double with a running start
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS	
Name	Pts
Shooter {p. A1:14}	[0]
Description: When asked what you do for a living, you've learned not to answer 'Gunfighter.'	

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'	

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
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: 14 (Will+3)	
Luck {p. B66}	[15]

PERKS	
Name	Pts
Quick Reload (Detachable Magazine) {p. GF21}	[1]
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!	
Walking Armoury	[1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though – get Gizmos (GF15) for undetectable guns.	
Weapon Bond (H&K MP7A1 Emma) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]



DISADVANTAGES	
Name	Pts
Duty (15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Impulsiveness (9 or less, *1.5) {p. B139}	[-15]
Intolerance (Criminals) {p. B146}	[-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 (Defeat the Rollin' 60s) {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Brawling {p. B182}	17	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.			
Notes:			
Parry: 12			
Climbing {p. B183}	15	DX-1	[1]
Crossbow {p. B186}	16	DX+0	[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}	17	DX+1	[2]
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Rifle) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	17	DX-1	[1]
Guns/TL8 (Submachine Gun) {p. B198}	18†	DX+2	[4]
Jumping {p. B203}	16	DX+0	[1]
Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[1]
Shield (Shield) {p. B220}	16	DX+0	[1]
Block: 12			
Shortsword {p. B209}	16	DX+0	[2]
Parry: 12			
Stealth {p. B222}	15	DX-1	[1]
Throwing {p. B226}	15	DX-1	[1]
Wrestling {p. B228}	16	DX+0	[2]
Parry: 12			
HT based	Level	Relative	Pts
Running {p. B218}	12	HT+0	[2]
IQ based	Level	Relative	Pts
Area Knowledge (South Central) {p. B176}	11	IQ+0	[1]
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+1	[4]
Computer Operation/TL8 {p. B184}	11	IQ+0	[1]
Criminology/TL8 {p. B186}	10	IQ-1	[1]
Diplomacy {p. B187}	9	IQ-2	[1]
Fast-Talk {p. B195}	10	IQ-1	[1]
First Aid/TL8 (Human) {p. B195}	12‡	IQ+1	[2]
Holdout {p. B200}	12	IQ+1	[4]
Interrogation {p. B202}	12	IQ+1	[4]
Law (Police) {p. B204}	11	IQ+0	[4]
Shadowing {p. B219}	10	IQ-1	[1]
Streetwise {p. B223}	10	IQ-1	[1]
Tactics {p. B224}	10	IQ-1	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	11	Per-1	[1]
Search {p. B219}	13	Per+1	[4]
Will based	Level	Relative	Pts
Intimidation {p. B202}	10	Will-1	[1]
* Includes: +1 from 'Combat Reflexes'			
† Conditional: +1 from 'Weapon Bond (H&K MP7A1 Emma)'			
‡ Conditional: +2 from 'Crash Kit'			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	17	12	1d-2 cr	C	-	-	
Brawling: Bite	17	-	1d-2 cr	C	-	-	
Brawling: Kick	15	-	1d-1 cr	C,1	-	-	
Brawling: Kick w/Boots	15	-	1d cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles	17	12	1d-1 cr	C	-	4	[3]
Ninja-To (Very Fine): swing	16	12	1d+3 cut	1	8	4	
Ninja-To (Very Fine): thrust	16	12	1d+1 imp	1	8	4	
Tactical Flashlight: swing	16	12	1d+1 cr	1	6	4	
Tactical Flashlight: thrust	16	12	1d-1 cr	1	6	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
ARGES HG 86	15	3d-1 cr ex [2d]	-	38 yd	-	-	-	-	-	2	[2]
Diehl DM51	15	3d+2 cr ex [3d]	-	38 yd	-	-	-	-	-	2	[2]
Glock 22: Primary	18	2d+2 pi+	3	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Glock 22: Hollow-Point	18	2d+2(.5) pi++	3	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Glock 22: APHC	18	2d+2(2) pi	3	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	2	[4]
H&K MP7A1: Primary	20	4d+1 pi-	6	180 yd / 1.08 mi	15	40+1(3)	7†	-5*	2	2	[3]
H&K MP7A1: APHC	20	4d+1(2) pi-	6	180 yd / 1.08 mi	15	40+1(3)	7†	-5*	2	2	[3]
H&K MP7A1: Hollow-Point	20	4d+1(.5) pi	6	180 yd / 1.08 mi	15	40+1(3)	7†	-5*	2	2	[3]
Molotov Cocktail	15	spec. (1 yd.)	-	38 yd	-	-	-	-	-	3	[1,3]
Pepper Spray	18	Special 2xHT-4	-	2 yd / 2 yd	Jet	20	3	-1	-	4	
Stun Grenade	15	HT-5 aff (10 yd.)	-	38 yd	-	-	-	-	-	2	[2,5]

ATTACKS TABLES COLUMN NOTES

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

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	10*	11*	
Brawling	DX	DX	None	

HP 2
Notes:

Bonus DR: 0
Bonus DB: 0

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.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye†	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine‡	-8
12	Left Arm	-2	-	Limb Vein/Artery§	-5
13-14	Left Leg	-2	-	Neck Vein/Artery§	-8
15	Hand	-4	-	Arm/Leg Joint¶	-5
16	Foot	-4	-	Hand/Foot Joint¶	-7
17-18	Neck	-5			

* Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 † Only targetable by impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 § Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, and *New Hit Locations*, p. MA137.

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

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 at the start of your next turn and 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.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

TECHNIQUES			
Name	Level	Relative	Pts
Targeted Attack/TL8 (Guns (Submachine Gun)/Skull) {p. HT252}	15	def+4	[5]
Targeted Attack/TL8 (Guns (Submachine Gun)/Vitals) {p. HT252}	17	def+2	[3]

Qty	Civilian	LOAD-OUTS	Cost	Weight
1	Civilian		8531	30.9 lb
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.	1656	7.15 lb
1	Lucky Strikes (Cigarettes)		6	-
1	Hip Flask (Bourbon)		100	1 lb
1	Cigarette Lighter {p. B288}	Description: TL:6 Notes: Lights fires.	10	-
1	Cell Phone {p. B288}	Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.	250	4 oz
1	Purse {p. B288}	Description: TL:0 Notes: Holds 3 lbs.	510	-
500	Dollar		500	-
1	Load-Bearing Equipment		660	3.9 lb
1	Radio, Headset {p. B288}	Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	500	8 oz
1	Multi-Function Knife	Usenotes: Depending on the job, the GM may treat a multifunction knife as improvised equipment (-5 quality) for minor repairs or as basic equipment for extremely simple tasks (e.g., using the screwdriver to open a gadget's case). A basic version is \$25, neg. LC4.	50	-
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC)		48	11.2 oz
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP)		32	11.2 oz
1	Armor (Civilian)		1075	5 lb
1	Reinforced Boots {p. B284}	Description: TL:7 LC:- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [2,6] Location: feet	75	3 lb
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	Backpack, Small {p. B288}	Description: TL:1 Notes: Holds 40 lbs. of gear.	5800	18.75 lb
1	Baffle Suppressor Glock 22 .40 S&W (Very Fine)	Usenotes: -4 Hearing -1 Bulk	3750	1 lb
1	Ninja-To (Very Fine) {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]	1600	2 lb
1	Brass Knuckles {p. B271}	Description: TL:1 LC:4, Dam:thr or 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]	10	4 oz
1	Tactical Flashlight {p. B273, MA225}	Description: TL:0 LC:4, [Mode:swing Dam:sw or Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 ST:6 Skill:Shortsword]	100	1 lb
1	Handcuffs {p. B289}	Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Crash Kit {p. B289}	Description: TL:Var. Notes: A complete kit for treating serious injuries. Includes sterile bandages, sutures, and drugs appropriate for the TL. At TL6+ includes IV drip, needle, and plasma. +2 to First Aid skill, and counts as improvised gear (-5) for Surgery.	200	10 lb
1	Stun Grenade {p. 277}	Description: TL:8 LC:2 Dam:HT-5 aff Fuse:2 Notes: [2,5] A vision and Hearing-Based affliction that affects a 10-yard radius. The Protected Hearing and Protected vision advantages each give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-5 to recover each turn. Also creates smoke in the area of affect. 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: [2,5]	40	1 lb
Totals:			8531	30.9 lb
Qty	« Combat »		Cost	Weight
1	Combat		2440	23.7 lb
1	Armor (Combat)		2440	23.7 lb
1	Assault Vest {p. HT66}	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	1995	15.7 lb

Qty	« Combat »	LOAD-OUTS (continued)	Cost	Weight
1	Assault Vest {p. HT66}	Location: torso, groin	1995	15.7 lb
1	integrated LBE		1095	7.7 lb
1	Pepper Spray	Usenotes: +2 to Skill due to wide Jet	10	1.6 oz
4	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]	100	1.6 lb
1	Radio, Headset {p. B288}	Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	500	8 oz
2	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, APHC)		195	1.35 lb
2	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, JHP)		130	1.35 lb
2	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC)		96	1.4 lb
2	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP)		64	1.4 lb
1	Digital Camouflage Fatigues (Urban)		120	2 lb
1	Reinforced Boots {p. B284}	Description: TL:7 LC:- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [2,6] Location: feet	75	3 lb
1	Ballistic Helmet {p. HT70}	Description: TL:8 LC:3 DR:12 Location:skull Location: skull	250	3 lb
Totals:			2440	23.7 lb
Qty	Home		Cost	Weight
1	Home		3521.9	77.14 lb
1	Ammo		339.9	4.14 lb
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges)		32	11.2 oz
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC)		48	11.2 oz
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP)		32	11.2 oz
1	4.6x30mm Royal Ordnance		0.4	3.33 dr
1	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, APHC)		97.5	10.82 oz
1	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, FMJ)		65	10.82 oz
1	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, JHP)		65	10.82 oz
1	Molotov Cocktail {p. 277}	Description: TL:6 LC:3 Dam:spec. Fuse:spec. Notes: [1,3] A glass bottle filled with gasoline, lit by a burning rag. See Molotov Cocktails and Oil Flasks (p. B411). Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! The bottle shatters on impact. Notes: [1,3]	2	1 lb
1	Diehl DM51 {p. HT193}	Description: The Handgranate 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]	30	1 lb
1	Bulletproof Shield {p. HT76}	Description: TL:6 LC:4 DR:10/80 Location:	300	30 lb
1	Medium Entry Shield {p. HT76}	Description: TL:8 LC:4 DR:12/40 Location:	1200	17 lb
1	Large Entry Shield {p. HT76}	Description: TL:8 LC:4 DR:12/60 Location:	1400	22 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
Totals:			3521,9	77.14 lb

SCRATCH PAD	

NOTES	
<p>Points in Combat, Military or Police Skills: 20 from Lens (Law Enforcement)</p>	
<ul style="list-style-type: none"> 2 Brawling 1 Crossbow 3 Fast Draw 1 Forced Entry(Nicht von Lens...) 6 Guns(Pistol, Shotgun, SMG) 1 Liquid Projector 1 Stealth 1 Throwing 2 Wrestling 4 Armoury 4 Holdout -- 	
24 pts	
Total 44 pts	
<p>Nach Gun Fu p. 16 hätte ich 2 Weapon Perks zu gute oder 4 wenn ich einen "Style" kaufen würde vorher (Wie bei Martial Arts), aber ich denk wir verzichten hier auf die Styles die es gibt und machen es einfach so: Ein Perk pro 20 Punkte Kampffähigkeiten</p>	
<p>Laut Template darf ich 3 ST dazu kaufen. Dies würde ich so schnell wie möglich machen Sobald ich 14 ST habe, würde ich Ambidexterity kaufen und dann DWA(MP7A1)</p>	
<p>Ausserdem Techniques Targeted Attack(Chinks), TA(Eyes), Acrobatic Stand, Mehr SMG Skill, Mehr Perks, Extra Attack (Multi Strike), Enhanced Tracking.... -> Manche dieser Dinge sind nicht auf meinem Template... wir werden sehen!</p>	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	175
Advantages, Perks	72
Disadvantages, Quirks	-55
Skills, Techniques	73
Total Points Spent:	265
Unspent Points:	1

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 16
Strike Team IV ?		
Las Vegas erledigt, back in LA!		
Habe folgende Skill mit je einem Punkt erlernt (Hatte das alte Template):		
Climbing		
Shield(Shield)		
Observation		
Intimidation		
Fast Talk		
Area Knowledge		
Diplomacy		
Criminology		
Shadowing		
Streetwise		
Kostet 10 Punkte		
Dazu noch:		
Technique (SMG/Skull) 5 Punkte		
1 Punkt spare ich		
<small>11.07.2011: 16 pts</small>		

CAMPAIGN LOG (continued)
Streng nach ACTION Shooter Template mit Law Enforcement Lens
Law Enforcement Lens habe ich folgendes genommen:
Law (Police) [4]
Forced Entry [1] Hier nur ein Punkt, weil ich vom Template schon einen hatte
Guns(Rifle) [1] - Hier darf ich laut Lens Rifle nehmen. Sollte aber unproblematisch sein, da mein Mainskill Guns(SMG) ist. Habe Rifle genommen, dass ich da nicht defaulten muss, sollte ich mal eine Rifle benutzen müssen. Hier der 1. Punkt den ich noch zu gute hatte von
Shortsword [2]
First Aid(Human) [2]
Interrogation [4]
Tactics [2]
Search [4]
Die folgenden Skill fehlen (Verglichen mit dem alten Charakter) wenn man Streng nach Template einen 250 Punkte Charakter macht.
5 Quirks geben nochmal 5 Punkte, davon habe ich:
Perk: Walking Armoury [1]
Perk: Quick Reload (Detachable Magazine) [1]
Targeted Attack(SMG/Vitals) [3]
genommen
Die folgenden Skills fehlen:
Climbing
Shield(Shield)
Observation
Intimidation
Fast Talk
Area Knowledge
Diplomacy
Criminology
Shadowing
Streetwise
<small>11.06.2011: 0 pts</small>