



Name: Shooter
Race: Human
Appearance:

Player: TBD
Ht: Wt:

Age: Spent: 295
Unspent: 5

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 7 [0]
DX 16 [120]	Will 11 [0]	Basic Move 6 [-5]
IQ 11 [20]	Per 12 [5]	BL 29 lb (STxST)/5
HT 12* [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2

* Cond. +2 from 'Very Fit'

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 14*
Hearing 12	Fright Check 13†	Knockdown Check 17‡
Touch 12	Consciousness 14*	

* +2 from 'Very Fit' † +2 from 'Combat Reflexes' ‡ +2 from 'Very Fit', +3 from 'High Pain Threshold'

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.

JUMP TABLE							
Mvmt.	Rest	1	2	3	4	5	6
High	1.06 yd	1.22 yd	1.39 yd	1.56 yd	1.72 yd	1.89 yd	2.06 yd
Broad	4.33 yd	5 yd	5.67 yd	6.33 yd	7 yd	7.67 yd	8.33 yd
7+	2.11 yd						
	8.67 yd						

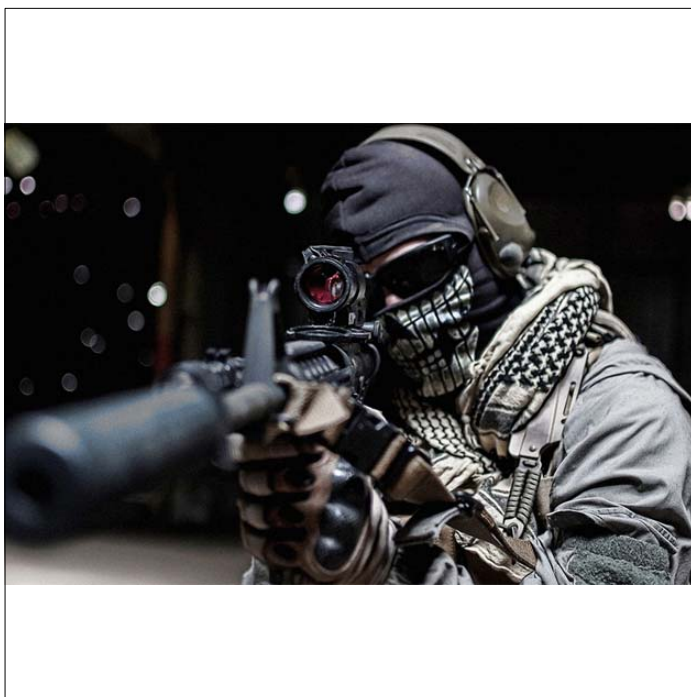
REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* 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 'On the Edge' when people witness behavior, Cond. +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, Cond. -1 from 'Callous' when past victim, or has Empathy

TEMPLATES AND META-TRAITS	
Name	Pts
Military (Action) {p. A1:5} Description: You're a guerrilla, militiaman, reservist, regular soldier, special operator, or mercenary.	[0]
Shooter (Action) {p. A1:14} Description: When asked what you do for a living, you've learned not to answer 'Gunfighter.'	[0]
Ultimate Shootist (Gun Fu) {p. GF32} Description: To you, it is daisho . . . a bow of yew . . . a victory-bright blade. It is an extension of body and spirit with which you sow devastation unknown in simpler times. It is your gun – the modern embodiment of martial spirit.	[0]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Gunslinger {p. B58}	[25]
High Pain Threshold {p. B59} Roll to ignore pain: 14 (Will+3)	[10]
Luck {p. B66, P59}	[15]
Very Fit {p. B55}	[15]

PERKS	
Name	Pts
Pistol-Fist (Guns (Pistol)) {p. PU2:6} Description: Manually add close combat attack w. parry at skill/2 +3	[1]
Quick Reload (Detachable Magazine) {p. GF21} 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]
Quick-Sheathe (Pistol) {p. MA51, MA51, HT249, PU2:7}	[1]



PERKS (continued)	
Name	Pts
Style Familiarity (Ultimate Shootist) {p. GF32}	[1]
Tracer Eyes {p. GF22} Description: You can see the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill. This becomes a realistic perk for experienced shooters (Guns at DX+2 or better) with Acute Vision.	[1]

DISADVANTAGES	
Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Callous {p. B125}	[-5]
Code of Honor (Soldier's) {p. B127}	[-10]
On the Edge (12 or less, *1) {p. B147}	[-15]
Sense of Duty (Team) {p. B153}	[-5]
Social Stigma (Criminal Record) {p. B155}	[-5]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+1	[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. Parry: 12			
Camouflage {p. B183}	12	IQ+1	[2]
Computer Operation/TL8 {p. B184}	11	IQ+0	[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}	16	DX+0	[1]
Gunner/TL8 (Machine Gun) {p. B198}	16	DX+0	[1]
dGuns/TL8 (Grenade Launcher) {p. B198}	14	DX-2	[0]
dGuns/TL8 (Light Anti-Armor Weapon) {p. B198}	14	DX-2	[0]
dGuns/TL8 (Light Machine Gun) {p. B198}	16	DX+0	[0]
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	[1]
Guns/TL8 (Rifle) {p. B198}	18	DX+2	[4]
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Submachine Gun) {p. B198}	17	DX+1	[1]
Hiking {p. B200}	12	HT+0	[2]
Holdout {p. B200}	12	IQ+1	[4]
Judo {p. B203}	15	DX-1	[2]
Parry: 11			
Jumping {p. B203}	16	DX+0	[1]
Knife {p. B208}	17	DX+1	[2]
Parry: 11			
Leadership {p. B204}	11	IQ+0	[2]
Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[1]
NBC Suit/TL8 {p. B192}	16	DX+0	[2]
Running {p. B218}	12	HT+0	[2]
Savoir-Faire (Military) {p. B218}	12	IQ+1	[2]
Soldier/TL8 {p. B221}	11	IQ+0	[2]
Spear {p. B208}	16	DX+0	[2]
Parry: 12			
Stealth {p. B222}	16	DX+0	[2]
Swimming {p. B224}	13	HT+1	[2]
Tactics {p. B224}	10	IQ-1	[2]
Throwing {p. B226}	16	DX+0	[2]
Zen Marksmanship (Guns (Rifle)) {p. HT250, GF24}	10	IQ-1	[4]

* +1 from 'Combat Reflexes'

MELEE ATTACKS									
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes	
Brawling: Punch <i>Skill used: Brawling</i>	17	12	1d-2 cr	C	-	-	-		
Brawling: Bite <i>Skill used: Brawling</i>	17	-	1d-2 cr	C	-	-	-		
Brawling: Kick <i>Skill used: Brawling-2</i>	15	-	1d-1 cr	C,1	-	-	-		
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes	
Colt M4A1, 5.56x45mm: Bayonet <i>Skill used: Spear</i>	16	12	1d+2 imp	1,2*	0†	7.3	4		
Colt M4A1, 5.56x45mm: Rifle Butt <i>Skill used: Spear-2</i>	14	11	1d+1 cr	1,2*	0†	7.3	4		
H&K USP, .40 S&W: Pistol Fist <i>Skill used: Guns (Pistol)</i>	17	12	1d-1 cr	C	-	2.3	4		
Long Knife: Knife swing <i>Skill used: Knife+1</i>	18	13	1d+3 cut	C,1	7	1.5	4		
Long Knife: Knife thrust <i>Skill used: Knife+1</i>	18	13	1d+1 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: Primary <i>Skill used: Guns (Rifle)</i>	18	4d+2 pi	4	750 yd / 1.65 mi	15	30+1(3)	9†	-4	2	7.3	2	[8]
H&K USP, .40 S&W: Primary <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]

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*	12*	10*	11*	
Judo	DX	DX	None	

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

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
2 1	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
	-10 -11	-22 -23	-34 -35	-46 -47	-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.

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

TECHNIQUES			
Name	Level	Relative	Pts
Fast-Firing (Guns (Pistol)) {p. HT251, GF27}	17*	def+4	[3]
Quick-Shot/TL8 (Guns (Rifle)) {p. HT252, GF29}	18†	def+6	[3]
Targeted Attack/TL8 (Guns (Rifle)/Skull) {p. HT252}	15	def+4	[5]
Targeted Attack/TL8 (Guns (Rifle)/Vitals) {p. HT252}	17	def+2	[3]
Targeted Attack (Knife Thrust/Vitals) {p. MA68}	16	def+2	[3]

* +2 from 'Gunslinger' † +3 from 'Gunslinger'

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	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	11	10	9	8	7

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	_Combat Contents - Cost: 5320, Weight: 18.1 lb	5320	18.1 lb
1	Boots (TL5) {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	Concealable Vest (TL8) {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	H&K USP, .40 S&W (TL8; Pistol, +0) {p. HT101} 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]]	770	2.3 lb
1	Ordinary Clothes (TL0) {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.	120	2 lb
1	Colt M4A1, 5.56x45mm (TL8; Bayonet, +0; Riflebutt, +0) {p. HT120} 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]]	950	7.3 lb
1	Long Knife (TL2; _Remove Attack Mode (Shortsword swing), +0; _Remove Attack Mode (Shortsword thrust), +0; Fine (Balance), *5; Very Fine Quality, *4) {p. MA228, MA229} 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]	2400	1.5 lb
Totals:		5320	18.1 lb