

Name: Reestheus Race: Hive Worlder Appearance:

CHARACTER SHEET

Bit I         Low         Pis           OX 13         0.0         Will 13         0         Based 5         L         Pis           OX 13         0.0         Per 13         0         Based 5         L         Pis           OL 13         0.0         Per 13         0         Pis         Pistor-Fis L(L)         Pis	CHARACTER SHEET						
DX         13         [00]         0         13         [00]         0         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         13         [00]         14         [00]         14         [00]         14         [00]         [11]	ST 11 [ 10] HP 11 [ 0] Basic 5 Speed 6	[ 0]	PERKS (continued)				
Like Like Like Construction         Low J         Per 13         Low J         Per 14         Low J				/)) {p. MA	50. GF20}		
IQ         13         F0         Per 13         0         BL 24 lb         Stratus           IT         11         10         PP 11         0         T         10         10         PP 11         0         T         11         10         PP 11         0         T         10         T         10         PP 11         0         T         10         PP 11		[ U]	Pistol-Fist {p. GF21}			[ 1]	
HT         I         (10)         (PP         11         (0)         (1-1)         (1-1)           L1         (10)         (10)         (10)         (10)         (10)         (10)         (10)         (10)         (10)         (10)         (11)         (10)         (11)         (10)         (10)         (10)         (10)         (11)         (10)         (10)         (10)         (10)         (10)         (10)         (11)		(ST×ST)/5	must specialize – to pistol-whip people. Treat this as a p You can also parrymelee attacks at (shooting skill/2) + 3	unch with bra , and even u	ass knuckles.		
TL         10         [0]         SM 4 -0           Walker         13         Fright Check         15         High Jump         2.42 Ht           Hearing         3         Consciousness         11         More years         9.44 Ht           States Cmell         3         End the Check         11         High Jump         4.44 Ht           States Cmell         3         End the Check         11         More years         More years <th< th=""><th>HT 11 [ 10] FP 11 [ 0] <sup>Ihr</sup> 1d-1</th><th><sup>Sw</sup> 1d+1</th><th>Usernotes: Your basic Parry is (shooting skill/2) + 3.</th><th></th><th></th><th>r 11</th></th<>	HT 11 [ 10] FP 11 [ 0] <sup>Ihr</sup> 1d-1	<sup>Sw</sup> 1d+1	Usernotes: Your basic Parry is (shooting skill/2) + 3.			r 11	
Vision         13         Fright Check         15         High Jump 2.42 ft Hear 10 consciouses         11         None         14 <th14< th="">         14         14</th14<>	TL 10 [ 0] SM +0	0	Description: You can reload in record time! You must spi scheme: Belt (for machine guns), Breechloader (for doub	ecialize by re ble-barreled s	shotguns),	[ ']	
Tatal main         Control         Description           Tatal Shoe         Table Magazine of the Shang Call Rooder (with a stranged call Roode	Vision 13 Fright Check 15* High Ju	mp 2.42 ft	powder guns), Swing-Out Revolver (formodern revolvers	), etc. See H	ligh-Tech for a		
Guiden         Gliden         Gliden         Gliden         Gliden         Gliden           Faster's mell         33 bid autom		8440†					
Public and Section Control Related         Image in the section of the section			single Ready maneuver for every other specialty but Mu	zzleloader. F	or the		
The Mater         Section Magnum Base, Isoma (2)           Name         ENCUMPERANCE TABLE Mater         Image: A model of the section (2)         Image: A model (2)           Name         Image: A model (2)         Image: A model (2)         Image: A model (2)         Image: A model (2)           Basic         24 lb         48 lb         72 lb         144 lb         240 lb         Addition (2)         Image: A model (2)			Fast-Draw roll chops 25% per level off reload time, to a r	minimum of t	hree seconds.		
ENCLUMBRANCE TABLE         [1]           Name         (1)           Table 19 your builties as they speed toward they builties as they speed toward.           Disting toward toward they builties toward they builties as they speed toward.           Disting toward toward toward toward they builties toward t	† Includes: +3480 from 'Magnum Pistol, 15mmCLP'			n shooters ha	ave		
Name         Product         Dirac         Control           Basic         24 lb         48 lb         72 lb         74 lb	ENCUMBRANCE TABLE		Tracer Eyes {p. GF22}			[ 1]	
United         All         All<		y X-Hvy					
Movement			noncumulative +1 to skill. This becomes a realistic perk				
Ground         First         System         First         Display         Display <thdisplay< th=""> <thdisplay< th=""> <thdisplay< th=""><th></th><th></th><th></th><th></th><th>150</th><th>r +1</th></thdisplay<></thdisplay<></thdisplay<>					150	r +1	
Water         1 yd         1 yd <th1 th="" yd<=""> <th< th=""><th></th><th></th><th></th><th>1250, MA</th><th>100,</th><th>L 1</th></th<></th1>				1250, MA	100,	L 1	
Name         Pis           Dedge         10         9         8         7         6           LIFTING FEATS         1-Hand         2-Hand         Shove / Carry on Shift         Mame         Pis           Name         Lift         Uitt         Over / Back % Shift         Mame         OUIRS           Name         11         2.88 lb         360 lb         1200 lb         Mame         Pis           Takes 2 seconds to comptee         1.2 bodie with an unning statu         1.1         Mame         Pis           Takes 2 seconds to comptee         1.2 bodie with an unning statu         1.1         Takes 2 seconds to comptee         1.1           Takes 2 seconds to comptee         1.2 bodie with an unning statu         1.1         Takes 2 seconds to comptee         1.1           Takes 2 seconds to comptee         1.2 bodie with an unning statu         1.1         Takes 2 seconds to comptee         1.1           Takes 2 seconds to comptee         1.2 bodie with an unning statu         1.1         Take 2 seconds to comptee         1.1           Takes 2 seconds to comptee         1.2 bodie with an unning statu         1.1         Take 3 seconds to comptee         1.1           Take 2 seconds to comptee         1.2 bodie with an unning statu         1.1         1.1         Take t	Water 1 yd 1 yd 1 yd 1 yc	d1_yd		59			
Dodge         10         9         7         6           LIFTING FEATS         LIFTING FEATS         Duty (Inguistion, 15 or less, 5-tramenely Hazardoux) (p. wiki)         -201           Name         Lift         Lift V         <				Eð		Pts	
LIFTING FEATS           Interview of the construction of the constructis				zardous)	{p. wiki}		
1-Hand         2-Hand         Shove / Carry on Basis         Shipping (b)           Name         (b)         288 (b)         360 (b)         120 (b)           Takes 4 seconds to complete in takes 4 seconds to complete is 0 to on Proteomed is 0 to 0 (b)         100 (b)         Piss (b)           Takes 4 seconds to complete is 0 to 0 (b)         100 (b)         280 (b)         360 (b)         120 (b)           REACTION MODIFIERS Appearance: 10         Compare Programming         Compare	· · · · · · · · · · · · · · · · · · ·		Description: You must obey your master, the Inquisitor o	r face destru	iction.		
Name         Lift         Ourse         Back/s         Slightly           Basic         48 lb         192 lb         28 lb         36 lb         1200 lb           Takes 4 seconds to complete         1 to all basic warx -Hwy and.         Breast Nippel Piercing         [-1]           Takes 4 seconds to complete         1 to all Piese while own X-Hwy and.         [-1]           Appearance: +0         Image Appearance: +0         [-1]           Status: +0         [-1]         [-1]           Other: -2'         [-1]         [-1]           'Induces (-2) for Charlsmal; Conditional: +1 from Influence when talent maters         [-1]           The Worlder (p, wiki)         [-1]           Name         Piese         [-1]           Description: Skil Bonus to Computer Developmentality audeen on the lay and your and puer tark water when and entarting audeen on the lay and puer tark water and the lay and puer tark water and tark in the preprint, and your and puer tark water and tark in the preprint, and your and puer tark water and tark in the preprint and your and puer tark water and tark in the preprint and puer tark in the preprint and tark in the preprint and puer tark in the prepreprint and puer tark in the pr		on Shift	Miserliness (9 or less, *1.5) {p. B144}			[ -15]	
Basic         48 ib         192 ib         288 ib         380 ib         1200 ib           Takes 4 seconds to complete         1 2 obts with a runneg ratio         -11           Takes 4 seconds to complete         1 0 obts with a runneg ratio         -11           React Tion MODIFIERS         -11           Appearance: 40         -11           Status: +0         -11           Other: +2'         -11           "Includes: +2 from Charlems', Conditional: +1 from 'Influence' when talent matters         -11           Take Association and the second bio of the other words in the Imperium, and your at one like other words in the Imperium, a	,		QUIRKS				
1 takes 4 seconds to complete       § Lose 1 FPsec while over X-Hvy enc.       (-1)         REACTION MODIFIERS         Appearance: +0       (-1)         Status: +0.       (-1)         Other: +2'       (-1)         *Includes: *2 from 'Charsema': Conditional: +1 from 'Influence' when talent matters       SKILLS         Name       Ps         More for the common man. Technology has surrounded you all you if the and you find       (-1)         Acting (p. B174)       13       (Q-0       1         Acting (p. B174)       13       (Q-0       1         Acting (p. B173)       11       HT+0       (1)         Party: 10       (p. B183)       11       HT+0       (1)         Computer (p. wiki)       (p. B183)       11       HT+0       (1)         Computer (p. servin): Communications. Meda)       (p. B183)       (1)       (-2, 2)         Computer (p. servin): Communications. Meda)       (p. B183)       (1)       (-2, 2)         Computer (p. servin): Communications. Meda)       (p. B184)       (2)       (2)       (2)         Computer (p. servin): Communications. Meda)       (p. B184)       (2)       (2)       (2)       (2)       (2)       (2)       (2)       (2)       (2)		- 3 - 1					
REACTION MODIFIERS           Appearance: +0         -11           Appearance: +0         -11           Status: +0         -11           Other: +2*         -11           'Includes: +2 from 'Charisma' (Conditional: +1 from 'Influence' when talent matters         -11           Name         FMPLATES AND META-TRAITS           Name         FMPLATES AND META-TRAITS           Name         FMPLATES AND META-TRAITS           Part (1)         Carobatics (p. B174)         11         DX-2         1           Acrobatics (p. B174)         13         IQ-2         1           Acting (p. B173)         12         DX-1         11           Description: Name         FMPL         FMPL         FMPL         FMPL           Huge Mole Left Leg         Carobatics (p. B183)         12         DX-1         11           Description: Name (peration Relearning quecker on the draw (quecker on the draw)         (-5)         Computer Degration/TL10 (p. B184)         10         (-2)         11           Computer Alexans (p. B41)         (-2)         11         (-2)         11         (-2)         11           Carobatics (p. B187)         12         Per-1         11         (-2)         11         (-2)         11	* Takes 2 seconds to complete						
Appearance: +0         Huge Mole Left Leg         -1           Status: +0         -1	Takes 4 seconds to complete	r X-Hvy enc.					
Appearance: +0         Tation Letters           Other: +2'         -'ncludes: +2 from 'Charisma': Conditional: +1 from 'influence' when talent matters           TeMPLATES AND META-TRAITS         SKILLS           Name         Pts           Hive Worlder (p, wiki)         [ 11]           Description: The greats hree are not like other worlds in the imperium, and your are in devoluted in the talent matters         Acrobatics (p. B174)         11         DX-2         1           Marce (b, B208)         12         DX-1         1         DX-1         1           Description: Stage are not like other worlds in the imperium, and your are in devoluted in the drawl         (11)         Axcing (p. B174)         13         IQ+0         1           Hiver Talent 1 (p, wiki)         Computel Releases (p. B43)         12         DX-1         1           Computer Effectses (p. B43)         (11)         Computer Programming/TL10 (p. B184)         10         IQ-2         1           Computer Medives (p. B43)         (11)         Description: You can move freemating uicker on the drawl         ID							
Status: +0       Status: +0         Other: +2'       * Includes: +2 from Charisma": Conditional: +1 from Influence' when talent matters         Name       Pts         TEMPLATES AND META-TRATS         Name       Pts         Hive: Worlder (p, wiki)       [1]         Description: They reach hives are not like other worlds in the imperium, and you are not like other worlds in the imperium, and you are not like other worlds in the imperium, and you are not like other worlds in the imperium, and you are not like other worlds in the imperium, and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds in the imperium and you are not like other worlds are interesting in the imperium in the worlds of the imperium in the imperium in the worlds of the imperium in the imperium and you are not like other world in the imperium in the imperiation if the imperiation in the imperium in imperimperiation in the imperium in the imperiat			<u></u>			<u> </u>	
Name         Level         Relative         Pts           Acrobatics (p. B174)         11         DX-2         1           Acrobatics (p. B174)         11         DX-2         1           Acrobatics (p. B174)         13         IQ-0         1           Acrobatics (p. B174)         12         DX-1         1           Description: The great hives are not like other workdown an adventure and oponitation and your and the term workdown and actainly quicker on the draw!         I         Acrobatics (p. B174)         12         DX-1         1           Description: Still Bruss to Computer Operation, Electronics Operation (L10 (p. B184)         10         IO-3         1           Computer Macking (L10 (p. B184)         10         IO-3         1         Computer Macking (L10 (p. B184)         IO         IO-3         1           Computer Macking (L10 (p. B184)         IO         IO-3         1         Computer Macking (L10 (p. B184)         IO-1         IO-1<							
TEMPLATES AND META-TRAITS           Name         Pts           Name         Acrobatics {p. B174}         11         DX-2         11           Acting {p. B174}         13*         IQ+0         11           Description: The great these are not like other worlds in the Imperium, and your are for in the Integration man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded you all your like the common man. Technology has surrounded your like the common man. Technology has surround your like the common man. Technology has surrounded your		ent matters			Rolativo	Pte	
Name         Pts         Acting (p. B174)         13 <sup>+</sup> IQ+0         1           Description: The common man. Technology has surrounded you all your life and your free three common man. Technology has surrounded you all your life and your free three common man. Technology has surrounded you all your life and your free three common man. Technology has surrounded you all your life and your free three common man. Technology has surrounded you all your life and your free three common man. Technology has surrounded you all your life and your free three sines (P, You are an adventure, an opportunic, and population more information on the draw!         Acting (p. B183)         11         HT+0         11           Hiver Talent 1 (p. wiki)         Combat References (p. B43)         [         Display (p)							
Hive Worlder (p. wiki)       Image: 1       Axe/Macc (p. B208)       12       DX-1       Image: 1         Description: The great hives are not like after worlds in the Importunits and your resource of the the some means. Technology has surrounded you all your life and you fild an		Pts		13*			
Description: The great hives are not like other works in the Imperium, and your are not like the communications (by as survained you ally our data its rarkly elsewhere bemusing. You are an adventure, an opportunist - more injustitive than your fellows and certainly quicker on the draw!         Image: Carousing (p. B183)         Image: Carousing (p. B183) <thimag< th=""><th></th><th></th><th></th><th>12</th><th>DX-1</th><th>[ 1]</th></thimag<>				12	DX-1	[ 1]	
its rarty elsewhere berussing. You are an adventurer, an opportunist - more injustitive frame detainly quicker on the draw!               Cimibing [p. B183]	Description: The great hives are not like other worlds in the Imperium, and y			11	HTIO	۲ <u>1</u> 1	
Industriate than t 1(p, wiki)         [         1           Description: Skill Bonus to Computer Operation, Electronics Operation (Surveillance, Security, Communications, Media)         [         1           Combat Reflexes (p, B43)         [         15           Combat Reflexes (p, B43)         [         11           Description: Swill Bonus to Computer Operation, Electronics Operation (Surveillance, Security, Communications, Media)         [         11           Description: You can nove through crowds at full basic move         [         11           Anti-Talent (Outdoor Survival) -4 {p. B134}         [         -20           Description: You can nove through crowds at full basic move         [         -20           Anti-Talent (Outdoor Survival) -4 {p. B134}         [         -20           Description: You can nove through crowds at full basic move         [         -20           Anti-Talent (Outdoor Survival skills and you have an extra -1 per level on your skill defaults         [         -20           Busili defaults         [         -20         [         13           Charisma 2 {p. B41}         [         10]         [         [         13           Gunslinger (Guns (Pistol) only, -60% {p. D58}         [         10]         [         [         11]           [         pescription: If you usea weagon							
Description: Skill Behavis to Computer Operation, Electronics Operation         14+1 <t< th=""><th>inquisitive than your fellows and certainly quicker on the draw!</th><th>[ ]</th><th></th><th></th><th></th><th></th></t<>	inquisitive than your fellows and certainly quicker on the draw!	[ ]					
(Surveillance, Security, Communications, Media)       11       IO-2       11         Combat Reflexes {p. B43}       15         Crowd Adaption       11       Description: You can move through crowds at full basic move       12*       Per-1       11         Anti-Talent (Outdoor Survival) -4 {p. B134}       [-20]       Diplomacy {p. B187}       12*       IO-1       11         Description: You can never learn Survival skills and you have an extra -1 per level on your skill defaults       [-20]       Communications) {p. B189}       IO+0       13*       IO+0       11         Mati-Talent (Outdoor Survival) skills and you have an extra -1 per level on your skill defaults       [-20]       IO+0       [-1]       IO+0       [-1]         Mane       Pts       [-20]       [-20]       [-20]       [-21] <t< th=""><th></th><th>[ 5]</th><th></th><th></th><th></th><th>[ 1]</th></t<>		[ 5]				[ 1]	
Crowd Adaption       [p: B19]       12‡       [Q-1]       1         Diplomacy (p. B187)       12‡       [Q-1]       1         Anti-Talent (Outdoor Survival) -4 {p. B134}       [-20]       [communications] {p. B189}       [communications] {p. B189}         Description: You can never learn Survival skills and you have an extra -1 per level on your skill defaults       [a] t       [Q+0]       [1]         ADVANTAGES       [communications] {p. B189}       [communications] {p. B189}       [communications] {p. B189}         Charisma 2 {p. B41}       [10]       [comminications] {p. B189}       [communications] {p. B189}       [communications] {p. B189}         Charisma 2 {p. B41}       [10]       [surveillance] {p. B189}       [communications] {p. B189}       [communications] {p. B189}       [communications] {p. B189}         Electronics Operation/TL10       [13†       [Q+0]       [1]       [g. B189]       [communications] {p. B189}       [communications] {p. B194}       [communications] {p. B194}       [communications] {p.	(Surveillance, Security, Communications, Media)						
Description: You can move through crowds at full basic move       Image: Construct of the second secon							
Anti-Talent (Outdoor Survival) -4 {p. B134}       [-20]         Description: You can never leam Survival skills and you have an extra -1 per level on your skill defaults       [-20]         ADVANTAGES       [Electronics Operation/TL10 (Media)       13†       IQ+0       [1]         Name       Pts         Charisma 2 {p. B41}       [10]       [Surveillance] {p. B189}       [Surveillance] {p. B189}         Influence 1 {p. B89}       [5]       [10]       [Surveillance] {p. B189}       [Surveillance] {p. B189}         Signature Gear (Hand Cannon) 1 {p. B85}       [11]       [Surveillance] {p. B194}       12       [Q-1]       [1]         Fast-Draw (Courd (Guns (Pistol)) {p. GF17}       [1]       [1]       [Sat-Draw (Knife] {p. B194}       14\$       DX+1       [1]         Description: If you use a weapon loaded with two ormore different types of projectiles, you can always threa to ped your choice, as long as there's no way the cartridges can rearrange the order in which they are loaded for extra fun, the cartridges can rearrange the order you choice, as long as there's no way this next maneuver, the PC has to shout out loud which round he's going to shout!       [1]       [1]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]       [2]		[ ]				<u> </u>	
Description: You can never learn Survival skills and you have an extra -1 per level on your skill defaults         ADVANTAGES         Name       Pts         Charisma 2 {p. B41}       [10]         Gues (Pistol) only, -60%) {p. B58}       [10]         Gues (Pistol) only, -60%) {p. B58}       [10]         Influence 1 {p. B89}         Signature Gear (Hand Cannon) 1 {p. B55}       [1]         For Signature Gear (Hand Cannon) 1 {p. CF17}       [1]         Fast-Draw (Crenade) {p. B194}       14\$         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]         Fast-Draw (Crenade) {p. B194}       14\$         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]         Fast-Draw (Crenade) {p. B194}       14\$         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]         Fast-Draw (Crenade) {p. B194}       14\$         Dial-a-Round (Guns (Pistol)) {p. OCPT7}       [1]         Fast-Draw (Crenade) {p. B194}       14\$       DX+1       11         Fast-Draw (Long Arm) {p. B194}       14\$       DX+1       11         Fast-Draw (Long Arm) {p. B194}       14\$       DX+1       11 </th <th>Anti-Talent (Outdoor Survival) -4 {p. B134}</th> <th></th> <th></th> <th></th> <th></th> <th>]</th>	Anti-Talent (Outdoor Survival) -4 {p. B134}					]	
ADVANTAGES         Name       Pts         Charisma 2 {p. B41}       [10]         Gunslinger (Guns (Pistol) only, -60%) {p. B58}       [10]         Influence 1 {p. B89}       [5]         Signature Gear (Hand Cannon) 1 {p. B85}       [10]         PERKS       [1]         Base-and the weapon loaded with two ormore different types of projectiles, you can always fire a type of your choice, as long as there's still one tremaining in the weapon. This is entirely cinematic, of course, as there's no way the cartridges can rearrange the order in which they are loaded For extra fun, the fast-Draw (Chong Arm) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Pistol) {p. CFI7}       [1]       Fast-Draw (Chong Arm) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Chong Arm) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Pistol) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Chong Arm) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Pistol) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Chong Arm) {p. B194}       14\$       DX+1       [1]         Fast-Draw (Pistol) {p. B194}       14\$       DX+1       [1]         Gamoling {p. B197}       [2]       [Q-1       [1]         Gamoling {p. B197}       [2] <th></th> <td>1 per</td> <td>Electronics Operation/TL10 (Media)</td> <td>13†</td> <td>IQ+0</td> <td>[ 1]</td>		1 per	Electronics Operation/TL10 (Media)	13†	IQ+0	[ 1]	
NamePts{p. B189}Charisma 2 {p. B41}[10]Gunslinger (Guns (Pistol) only, -60%) {p. B58}[10]Influence 1 {p. B89}[5]Signature Gear (Hand Cannon) 1 {p. B85}[1]PERKSPtsName[1]Dial-a-Round (Guns (Pistol)) {p. GF17}[1]Fast-Draw (Cremade) {p. B194}14\$Dial-a-Round (Guns (Pistol)) {p. GF17}[1]Fast-Draw (Knife) {p. B194}14\$DX+11Fast-Draw (Knife) {p. B194}14\$DX+11Fast-Draw (Cong Arm) {p. B194}14\$DX+11Fast-Draw (Pistol) {p. B194}14\$DX+11Fast-Draw (Cong Arm) {p. B194}14\$DX+11Fast-Draw (Pistol) {p. B194}14\$DX+11Fast-Talk {p. B195}13\$Gambling {p. B197}12Que ust specialize by shooting skill.[1]His next manye (member of p.					10.5		
Charisma 2 {p. B41}       [10]         Gunslinger (Guns (Pistol) only, -60%) {p. B58}       [10]         Influence 1 {p. B89}       [5]         Signature Gear (Hand Cannon) 1 {p. B85}       [11]         PERKS       [11]         Bial-a-Round (Guns (Pistol)) {p. GF17}       [11]         Explosives/TL10 (Demolition) {p. B194}       14\$         Dial-a-Round (Guns (Pistol)) {p. GF17}       [11]         Bescription: If you use a weapon loaded with two ormore different types of projectiles, you can always fire a type of your choice, as long as there's still one tremaining in the weapon. This is entirely cinematic, of course, as there's no way the eartridges can rearrange the order in which they are loaded! For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of his next maneuver, the PC has to shout out loud which round he's going to shoot!       [11]         Bescription: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, cardors, stacks of cardboard boxes, softas, and the ever-popular overtured saloon table will shed energy bulks like tank armor,       [11]         Bedobl. Lampposts, trees, cardors, stacks of cardboard boxes, softas, and the ever-popular overtured saloon table will shed energy bulks like tank armor,       [11]         Bedobl. Lampposts, trees, cardors, stacks of cardboard boxes, softas, and the       [12]       [Q-1]       [13]         Here transmarke and they will shede energ		Dte		13†	IQ+0	[ 1]	
Gunslinger (Guns (Pistol) only, -60%) {p. B58}       10         Influence 1 {p. B89}       10         Signature Gear (Hand Cannon) 1 {p. B85}       11         Electronics Repair/TL10 (Security)       12         Image: PERKS       11         PERKS       11         Dial-a-Round (Guns (Pistol)) {p. GF17}       11         Fast-Draw (Crenade) {p. B194}       14\$         Dial-a-Round (Guns (Pistol)) {p. GF17}       11         Fast-Draw (Crenade) {p. B194}       14\$         Description: If you use a weapon loaded with two ormore different types of por choice, as long as there's still one remaining in the weapon. This is entirely cinematic, of course, as there's no way the eartridges can rearrange the order in which they are loaded For extra fun, the GM can demand that, similar to a cinematic matria artist announcing the name of this next maneuver, the PC has to shout out loud which round he's going to shoot!       11         You must specialize by shooting skill.       11         Flimsy Cover {p. GF19}       11         Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lamposts, trees, car doors, stacks of cardboard boxes, sota, and the ever-populat overturned saloon table will shed enemy bullets like tank armor,       11         Holdout {p. B200}       12       10-1         Holdout {p. B200}       12       10-1				131	IQ+0	[ 1]	
Influence 1 {p. B89}       [5]         Signature Gear (Hand Cannon) 1 {p. B85}       [1]         PERKS       [1]         Name       Pts         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]         Description: If you use a weapon loaded with two ormore different types of projectiles, you can always fire a type of your choice, as long as there's totil one the cartridges can rearrange the order in which they are loaded! For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of this next maneuver, the PC has to shout out loud which round he's going to shoot!       [1]         Perseription: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lamposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-poular overturned saloon table will shed enemy bullets like tank armor,       [1]	Gunslinger (Guns (Pistol) only, -60%) {p. B58}				i se i U	ι 'J	
Signature Gear (Hand Cannon) 1 {p. B85}       [1]       {p. B190}         Explosives/TL10 (Demolition) {p. B194}       12       IQ-1       [1]         Signature Gear (Hand Cannon) 1 {p. B85}       [1]       {p. B190}         Explosives/TL10 (Demolition) {p. B194}       12       IQ-1       [1]         Back colspan="2">Signature Gear (Hand Cannon) 1 {p. B85}         Name         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]         Colspan="2">Explosives/TL10 (Ammo) {p. B194}       14\$       DX+1       1         Fast-Draw (Grenade) {p. B194}       14\$       DX+1       1         Fast-Draw (Knife) {p. B194}       14\$       DX+1       1         Fast-Draw (Knife) {p. B194}       14\$       DX+1       1         Fast-Draw (Long Arm) {p. B194}       14\$       DX+1       1         Fast-Draw (Pistol) {p. B194}       14\$       DX+1       1         Fast-Draw (	Influence 1 {p. B89}			12	IQ-1	[ 1]	
Pits       Fast-Draw/TL10 (Ammo) {p. B194}       14\$       DX+1       1         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]       Fast-Draw (Grenade) {p. B194}       14\$       DX+1       1         Description: If you use a weapon loaded with two ormore different types of projectiles, you can always fire a type of your choice, as long as there's to way the catridges can rearrange the order in which they are loaded For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of this next maneuver, the PC has to shout out loud which round he's going to shoot!       Fast-Draw (Pistol) {p. B194}       14\$       DX+1       1         Filmsy Cover {p. GF19}       [1]       [1]       Gauns/TL10 (Ammo) {p. B194}       14\$       DX+1       1         Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lamposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-poular overturned saloon table will shed enemy bullets like tank armor,       [1]       [1]         B408). Lamposts, trees, car doors, tacks of cardboard boxes, sofas, and the ever-poular overturned saloon table will shed enemy bullets like tank armor,       [2]       [2]       [2]       [1]         Interropation {p. B200}       [2]       [3]*       [2]       [1]       [1]         Interropation {p. B200}       [2]       [2]       [1]       [1]       [1]       [1]	Signature Gear (Hand Cannon) 1 {p. B85}	[ 1]	{p. B190}				
Name       Pts         Dial-a-Round (Guns (Pistol)) {p. GF17}       [1]         Description: If you use a weapon loaded with two ormore different types of projectiles, you can always fire a type of your choice, as long as there's still one remaining in the weapon. This is entirely cinematic, of course, as there's no way the cartridges can rearrange the order in which they are loaded! For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of his next maneuver, the PC has to shout out loud which round he's going to shoot!       Fast-Draw (Grenade) {p. B194}       14\$       DX+1       1         Filmsy Cover {p. GF19}       [1]       [1]       Fast-Draw (Pistol) {p. B194}       14\$       DX+1       1         Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lamposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-poular overturned saloon table will shed enemy bullets like tank armor,       [1]       1         Holdout {p. B200}       [2]       [2]       [2]       [2]       [1]         Interrogration {p. B202}       [3]*       [2]       [2]       [1]	PERKS						
Dial-a-Round (Guins (Pistol)) {p. GF17}       L 11         Description: If you use a weapon loaded with two ormore different types of projectiles, you can always fire a type of your choice, as long as there's so way the cartridges can rearrange the order in which they are loaded! For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of his next maneuver, the PC has to shout out loud which round he's going to shoot!       Fast-Draw (Knife) {p. B194}       14\$       DX+1       1         Fast-Draw (Long Arm) {p. B194}       14\$       DX+1       1         Fast-Draw (Pistol) {p. B194}       14\$       DX+1       1         Gambling {p. B197}       12       IQ-1       1         Guns/TL10 (Pistol) {p. B198}       16       DX+3       1         dGuns/TL10 (Rifle) {p. B198}       16       DX+3       1         B408). Lamposts, trees, car doors, stacks of carboard boxes, sofas, and the every-poula	Name	Pts					
Description: Tray can't his what they can't see! Whenever you take cover behind anything large enough to hade you, ignore Cover (p. B407) and Overpenetration (p. B408). Lamposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-popular overturned saloon table will shed enemy bullets like tank armor,              Fast-Draw (Long Arm) {p. B194}	Dial-a-Round (Guns (Pistol)) {p. GF17}	[ 1]					
remaining in the weapon. This is entirely cinematic, of course, as there's no way the cartridges can rearrange the order in which they are loaded! For extra fun, the GM can demand that, similar to a cinematic martial artist announcing the name of his next maneuver, the PC has to shout out loud which round he's going to shoot!          Fast-Draw (Pistol) {p. B194}         14\$ DX+1         1         Fast-Talk {p. B195}         13 <sup>‡</sup> IQ+0         1         Gambling {p. B197}         12 IQ-1         1         Gambling {p. B197}         12 IQ-1         1         Gambling {p. B198}         18 <sup>¶</sup> DX+5         16         Gamus/TL10 (Pistol) {p. B198}         16 DX+3         1         Guns/TL10 (Rifle) {p. B198}         16 DX+3         1         I         dGuns/TL10 (Shotgun) {p. B198}         16 DX+3         1         I         dGuns/TL10 (Shotgun) {p. B198}         16         DX+3         [         1         I         dGuns/TL10 (Shotgun) {p. B198}         12         IQ-1         [         I         I         I		lone				<u> </u>	
The cartridges can rearrange the order in which they are loaded! For extra tun, the GM can demand that, similar to a cinematic martial artist announcing the name of this next maneuver, the PC has to shout out loud which round he's going to shoot!       Fast-Talk {p. B195}       13‡       IQ+0       1         GM can demand that, similar to a cinematic martial artist announcing the name of this next maneuver, the PC has to shout out loud which round he's going to shoot!       Fast-Talk {p. B195}       13‡       IQ+0       1         You must specialize by shooting skill.       I       Gambling {p. B197}       12       IQ-1       1         Flimsy Cover {p. GF19}       [       1]       Guns/TL10 (Pistol) {p. B198}       16       DX+3       1         Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ver-popular overturned saloon table will shed enemy bullets like tank armor,       1       Holdout {p. B200}       12       IQ-1       1         Interropation {p. B202}       13*       IQ+0       1       1	remaining in the weapon. This is entirely cinematic, of course, as there's no	o way	Fast-Draw (Pistol) {p. B194}	14§	DX+1	[ 1]	
his next maneuver, the PC has to shout out loud which round he's going to shoot!       Image: Constant of the PC has to shout out loud which round he's going to shoot!         You must specialize by shooting skill.       Image: Constant of the PC has to shout out loud which round he's going to shoot!         Flimsy Cover {p. GF19}       Image: Constant on PC has to shout out loud which round he's going to shoot!         Bescription: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-popular overturned saloon table will shed enemy bullets like tank armor,       Image: Constant on PC has to shout out loud which round he's going to shoot!       Image: Constant on PC has to shout out loud which round he's going to shoot!       Image: Constant on PC has to shout out loud which round he's going to shoot!       Image: Constant on PC has to shout out loud which round he's going to shoot!       Image: Constant on PC has to shout out loud which round he's going to shoot!       Image: Constant on PC has to shout out loud which round he's going to shoot!       Image: Constant on PC has to shout out loud he's going to shoot!       Image: Constant on PC has to shout out loud he's going to			Fast-Talk {p. B195}		IQ+0	<u> </u>	
Flimsy Cover {p. GF19}       1         Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ver-popular overturned saloon table will shed enemy bullets like tank armor,       1         Image: Holdow Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ver-popular overturned saloon table will shed enemy bullets like tank armor,       1	his next maneuver, the PC has to shout out loud which round he's going to		Gambling {p. B197}				
Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ver-popular overturned saloon table will shed enemy bullets like tank armor, Interropation (p. B200) 12 IQ-1 [1]		[ 1]	Guns/TL10 (Pistol) {p. B198}				
Holdout {p. B200} 12 IQ-1 1 hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will shed enemy bullets like tank armor, hereropaular overturned saloon table will	Description: They can't hit what they can't see! Whenever you take cover be	ehind					
ever-popular overturned saloon table will shed enemy bullets like tank armor, Interrogation (p. B202) 13 10+0 11						<u> </u>	
regardless of DR and HP. This only works against small arms – and only while you hide. As soon as you expose yourself, the world works normally again.			$    Interrogation \{p, DZUZ\}$	10		1 1	
	regardless of DR and HP. This only works against small arms - and only whether a state of the st		Intimidation {p. B202}				

SKILLS (continued)									
Name	Level	Relative	Pts						
Jumping {p. B203}	13	DX+0	[ 1]						
Knife {p. B208}	13	DX+0	[ 1]						
Parry: 9									
Liquid Projector/TL10 (Sprayer) {p. B2		DX+0	[ 1]						
Lockpicking/TL10 {p. B206}	12	IQ-1	[ 1]						
Observation {p. B211}	12	Per-1	[ 1]						
Running {p. B218}	10	HT-1	[ 1]						
Savoir-Faire (Mafia) {p. B218}	13**	IQ+0	[ 1]						
Scrounging {p. B218}	13	Per+0	[ 1]						
Search {p. B219}	12	Per-1	[ 1]						
Shadowing {p. B219}	12	IQ-1	[ 1]						
Smuggling {p. B221}	12	IQ-1	[ 1]						
Stealth {p. B222}	12	DX-1	[ 1]						
Streetwise {p. B223}	12**	IQ-1	[ 1]						
Throwing {p. B226}	12	DX-1	[ 1]						
Thrown Weapon (Knife) {p. B226}	13	DX+0	[ 1]						
Traps/TL10 {p. B226}	12	IQ-1	[ 1]						
Urban Survival {p. B228}	12	Per-1	[ 1]						
† Includes: +1 from 'Hiver Talent'       ¶ Ci         ‡ Includes: +1 from 'Influence'; Conditional:       (Pis         +2 from 'Charisma' when making Influence       ** Ci	Includes: +1 from 'Hiver Talent' Includes: +1 from 'Influence'; Conditional: 2 from 'Charisma' when making Influence ** Conditional: +2 from 'Charisma' when								

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	13	_	1d-2 cr	С	_	_	_	
Skill used: DX								
Kick	11	-	1d-1 cr	C,1	-	-	-	
Skill used: DX-2								
Punch	13	10	1d-2 cr	С	-	-	-	
Skill used: DX								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Axe	12	10U	1d+3 cut	1	11	4	4	
Skill used: Axe/Mace								
Long Knife: Knife swing	13	10	1d cut	C,1	7	1.5	4	
Skill used: Knife								
Long Knife: Knife thrust	13	10	1d-1 imp	C,1	7	1.5	4	
Skill used: Knife								
Long Knife: Shortsword swing	9	8	1d cut	1	7	1.5	4	
Skill used: Knife-4								
Long Knife: Shortsword thrust	9	8	1d-1 imp	C,1	7	1.5	4	
Skill used: Knife-4								
Magnum Pistol, 15mmCLP: Pistol Fist	19	13	1d+2 cr	C	11	3	3	
Skill used: Guns (Pistol)+1								
		RANGED	ATTACKS					

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Holdout Pistol, 7.5mmCLP	18	3d pi-	1	150 yd / 1.02 mi	3	18+1(3)	6	-1	2	1	3	
Skill used: Guns (Pistol)												
Magnum Pistol, 15mmCLP:	19	6d+2 pi++	3	353 yd / 2.22 mi	3	9+1(3)	11	-2	4	3	3	
Primary												
Skill used: Guns (Pistol)+1												

## ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is unbalanced. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

		SLAM TABLE			FP	0 FP	FP loss effects are cumu suffered from HP loss.	lative with	each other and	any effects
1–2		3–4		5–7		0-1-2-3-4	less than 1/3 FP: Dodge			
1d-3		1d-2		1d-1		-5-6-7-8-9		bes not eff is HP and	ect ST-based qu	antities,
PARRY	PARRY	BLOCK	DODGE	OTHER			0 FP or less: Make	a Will roll v	s. incapacitatio	
10*	10*	8*	10*						her than Do Not ke an immediate	
DX	DX	DX	None						every point of FI loss of HP.	P loss
	Skull			#			-1×FP or less: Immed	liate uncor	nsciousness; you	
Eyes DR: 0	DR: 26	Eye		#				our HP ins	urther FP costs a tead.	are lost
DB: 0 Neck	DB: 0 Face	Nec Nec	k –				TECHNIQUES			
DR: 0 DB: 0	DR: 0 DB: 0	Sku			Name		12011114020	Level	Relative	Pts
	DB. U	_ Face Tors					Guns (Pistol))	18	def+4	[ 5]
Torso DR: 12/4*	_ ) An				{p. MA83,	B230}				
DB: 0		a Arm					SCRATCH PAI	כ		
		ands Han								
T		DR: 0 Legs								
			us DR: 0							
		-	us DR: 0							
	Gro	in 🚽								
	DR: DB:	12/4* Note	es:							
	Legs DR: 12/4	1*								
	DB: 0									
	Feet DR: 2*									
and	DB: 0									
* Includes: +1 from	n 'Combat Reflexes	5'								
HP		×HP -2×H	P -3×HP	-4×HP						
11109870 65432-5	-1 -2 -3 -4 -11 -12 -6 -7 -8 -9 -16 -17	-13 -14 -15 -22 -23 -24 - -18 -19 -20 -27 -28 -29 -	-25 -26 -33 -34 -35 -36 -30 -31 -38 -39 -40 -41	-37         -44         -45         -46         -47         -48           -42         -49         -50         -51         -52         -53						
1	-0[-7]-0[-9] -10[-17	-10 -19 -20 -27 -20 -29 -	-43	-54						
		ach other and any eff	ects suffered from	FP loss.						
0 HP or less:		1/full multiple of HP b								
	immediately and at Do Nothing.	the start of any turn	you choose a mai	neuver other than						
-1×HP or less:		death immediately a	nd for every full m	ultiple of HP below						
	0. Immediate death.									
							CAMPAIGN LO			
					Points: (lo		+ (other) 0	=	(total) <mark>0</mark>	
						racter Crea	tion			
					21.11.2013:0	pis				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 140 ]
Advantages, Perks	[ 34 ]
Disadvantages, Quirks	-40 ]
Skills, Techniques	66
Total Points Spent:	200
Unspent Points:	0