

GURPS

CHARACTER SHEET

Name: David "Cupido" Mason
 Race: Human
 Appearance: Gross, recht sportlich, blond, blaue Augen

Player: Tobias Kaufmann
 Ht: 180 Wt: 70 Age: 23

Spent: 116
 Unspent: 0

ST	11	[10]	HP	11	[0]	Basic Speed	5,5	[0]
DX	11	[20]	Will	12	[0]	Basic Move	5	[0]
IQ	12	[40]	Per	12	[0]	BL	24 lb	(ST×ST)/5
HT	11	[10]	FP	11	[0]	Thr	1d-1	Sw 1d+1
TL	8	[0]	SM	+0				

Vision	12	Fright Check	14*	High Jump	1.67 ft
Hearing	12	Consciousness	12†	Money	8180‡
Touch	12	Death Check	13§		
Taste/Smell	12	Broad Jump	2.33 yd		

* Includes: +2 from 'Combat Reflexes'
 † Includes: +1 from 'Hard to Subdue'
 ‡ Includes: +3050 from 'Money', +10000 from 'Money', -100 from 'Money'
 § Includes: +2 from 'Hard to Kill'

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	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

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

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

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

* Conditional: +1 from 'Healer'

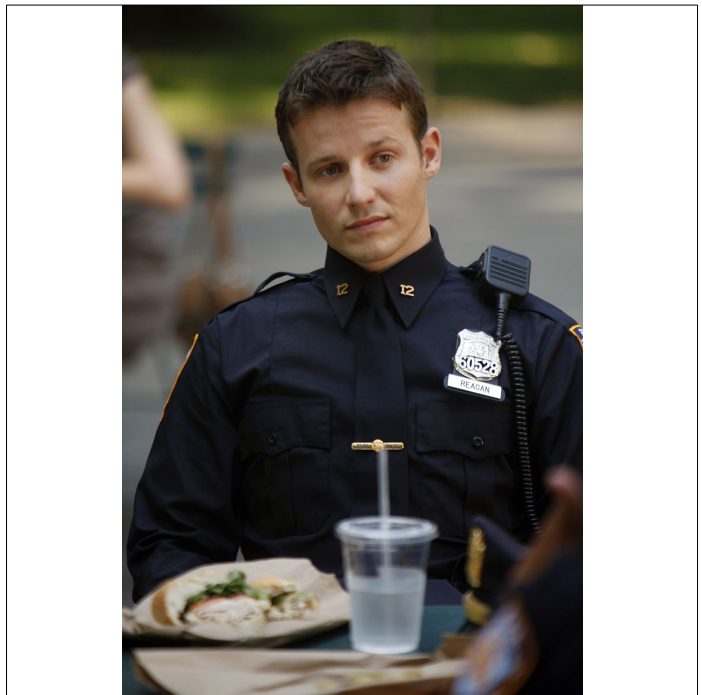
CULTURAL FAMILIARITIES	
Name	Pts
Western (Native) {p. B23}	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Contact (Dr. Tiger - Coroner; Effective Skill 12; 9 or less, *1; Usually Reliable, *2) {p. B44}	[2]
Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 1 {p. B59}	[2]
Healer 1 {p. B90}	[10]

DISADVANTAGES	
Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	[-15]
Duty (The City of Angels; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
Loner (12 or less, *1) {p. B142}	[-5]
Obsession (Avenge the Parents; Long-Term Goal; 12 or less, *1) {p. B146}	[-10]

SKILLS			
DX based	Level	Relative	Pts
Brawling {p. B182}	11	DX+0	[1]
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: 9			
Climbing {p. B183}	10	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[1]
dGuns/TL8 (Pistol) {p. B198}	14	DX+3	[1]



SKILLS (continued)			
DX based	Level	Relative	Pts
Guns/TL8 (Shotgun) {p. B198}	16	DX+5	[16]
Shield (Shield) {p. B220}	11	DX+0	[1]
Block: 9			
Shortsword {p. B209}	10	DX-1	[1]
Parry: 9			
Stealth {p. B222}	10	DX-1	[1]
Throwing {p. B226}	13	DX+2	[8]
Wrestling {p. B228}	10	DX-1	[1]
Parry: 9			
IQ based	Level	Relative	Pts
Area Knowledge (Paramount) {p. B176}	12	IQ+0	[1]
Criminology/TL8 {p. B186}	11	IQ-1	[1]
Diagnosis/TL8 (Human) {p. B187}	11*	IQ-1	[1]
Diplomacy {p. B187}	10	IQ-2	[1]
Fast-Talk {p. B195}	11	IQ-1	[1]
First Aid/TL8 (Human) {p. B195}	14†	IQ+2	[2]
Holdout {p. B200}	11	IQ-1	[1]
Interrogation {p. B202}	12	IQ+0	[2]
Law (Criminal/Procedure) {p. B204}	10	IQ-2	[1]
Pharmacy/TL8 (Synthetic) {p. B213}	11*	IQ-1	[1]
Physician/TL8 (Human) {p. B213}	11*	IQ-1	[1]
Psychology (Human) {p. B216}	11*	IQ-1	[1]
Shadowing {p. B219}	11	IQ-1	[1]
Streetwise {p. B223}	11	IQ-1	[1]
Surgery/TL8 (Human) {p. B223}	10*	IQ-2	[1]
Per based	Level	Relative	Pts
Observation {p. B211}	11	Per-1	[1]
Search {p. B219}	11	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	11	Will-1	[1]

* Includes: +1 from 'Healer'
 † Includes: +1 from 'Healer'; Conditional: +2 from 'Crash Kit'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>		11	9	1d-2 cr	C	-	-	
Brawling: Bite <small>Skill used: Brawling</small>		11	-	1d-2 cr	C	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>		9	-	1d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Small Knife: swing <small>Skill used: DX-4</small>		7	6	1d-2 cut	C,1	5	4	
Small Knife: thrust <small>Skill used: DX-4</small>		7	6	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Benelli M1 Super 90, 12G 3" <small>Skill used: Guns (Shotgun)</small>	16	1d+1 pi	3	40 yd / 800 yd	3x9	7+1(2i)	10†	-5	1/4	3	[1]
Fragmentation Grenade (TL 7) <small>Skill used: Throwing</small>	13	8d cr ex [3d]	-	38 yd	-	-	-	-	-	2	[2]
Fragmentation Grenade (TL 7) <small>Skill used: Throwing</small>	13	8d cr ex [3d]	-	38 yd	-	-	-	-	-	2	[2]
Glock 22, .40 S&W <small>Skill used: Guns (Pistol)</small>	14	2d+2 pi+	2	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Small Knife <small>Skill used: DX-4</small>	7	1d-2 imp	-	5.5 yd / 11 yd	1	T(1)	5	-1	-	4	
Stun Grenade <small>Skill used: Throwing</small>	13	HT-5 aff (10 yd.)	-	38 yd	-	-	-	-	-	2	[2.5]
Stun Grenade <small>Skill used: Throwing</small>	13	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.

Shots "T": The weapon is a *thrown weapon*.

Shots "I": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

SLAM TABLE		
1-2	3-4	5-6
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
9*	9*	9*	8/9*	
Brawling	DX	Shield (Shield)	Light	

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

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

FP **0 FP**

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	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	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	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † 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, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

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

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness 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
Handcuffing (Wrestling) {p. MA73}	9	def+1	1

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Advanced Body Armor {p. HT66} Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso	4600	17 lb
1	Ballistic Helmet {p. HT70} Description: TL:8 LC:3 DR:12 Location:skull Location: skull	450	4.4 lb
1	Ballistic Helmet Visor {p. HT70} Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face	200	1.4 lb
1	Benelli M1 Super 90, 12G 3" {p. HT104} Description: TL:8 LC:3 Ammo:0.8 lb. Damage:1d+1 pi Acc:3 Range:40/800 RoF:3x9 Shots:7+1(2i) ST:10† Bulk:5 Rcl:1/4 Skill:Guns (Shotgun) Notes:[1], [1] First Rcl figure is for shot, second is for slugs. Notes: [1]	1000	8.2 lb
1	Boots, Steel-Toed {p. HT68} Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e. g. , dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks. Location: feet	100	4 lb
1	Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	873	9.35 lb
1	Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:15+1(3) ST:8 Bulk:2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). Notes: [4]	600	2.1 lb
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges)	32	11.2 oz
1	Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr.	10	4 oz
1	Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Small Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	30	8 oz
4	Pump Shotgun, 12G (Ammunition)	56	2.8 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
1	Fragmentation Grenade (TL 7) {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]	40	1 lb
2	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.	667	4.25 lb
1	Packet of Marlboros	7	-
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	Radio, Headset {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	500	8 oz
Totals:		8190	47.7 lb
Qty	Everything	Cost	Weight
1	Advanced Body Armor {p. HT66} Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso	4600	17 lb
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	580	21 lb
4	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]	160	4 lb

LOAD-OUTS (continued)			
Qty	Everything	Cost	Weight
1	Backpack, Small {p. B288}	580	21 lb
4	Fragmentation Grenade (TL 7) {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]	160	4 lb
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	Ballistic Helmet {p. HT70} Description: TL:8 LC:3 DR:12 Location:skull Location: skull	450	4.4 lb
1	Ballistic Helmet Visor {p. HT70} Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face	200	1.4 lb
1	Benelli M1 Super 90, 12G 3" {p. HT104} Description: TL:8 LC:3 Ammo:0.8 lb. Damage:1d+1 pi Acc:3 Range:40/800 RoF:3x9 Shots:7+1(2i) ST:10† Bulk:5 Rcl:1/4 Skill:Guns (Shotgun) Notes:[1], [1] First Rcl figure is for shot, second is for slugs. Notes: [1]	1000	8.2 lb
1	Boots, Steel-Toed {p. HT68} Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e. g. , dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks. Location: feet	100	4 lb
1	Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	873	9.35 lb
1	Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:15+1(3) ST:8 Bulk:2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). Notes: [4]	600	2.1 lb
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges)	32	11.2 oz
1	Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr.	10	4 oz
1	Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Small Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	30	8 oz
4	Pump Shotgun, 12G (Ammunition)	56	2.8 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
1	Fragmentation Grenade (TL 7) {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]	40	1 lb
2	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.	667	4.25 lb
1	Packet of Marlboros	7	-
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	Radio, Headset {p. B288} Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.	500	8 oz
Totals:		8770	68.7 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	80
Advantages, Perks	33
Disadvantages, Quirks	-50
Skills, Techniques	53
Total Points Spent: 116	
Unspent Points: 0	

CAMPAIGN LOG		
Points: (logged) 16	+ (other) 0	= (total) 16
Den Drogendeal verhindert		
<enter notes here>		
<i>16.07.2011: 14 pts</i>		
Daryll - the Street Hustler, RIP ?		
Wir haben Daryll, einen bekannten Dealer und Gangster erledigt vor einem Wendys.		
Wegen eines Justizirrtums ist Daryll freigekommen, wir haben die Strassen von einem Einfluss befreit.		
<i>06.03.2011: 2 pts</i>		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
<i>22.04.2011: 0 pts</i>		

DESCRIPTION

Wer bin ich?

Ein Medizinstudent, dessen Eltern und Freundin bei einer Schiesserei zwischen Gangs ums Leben kamen. Er brach das Studium ab, um als Polizist die Täter zu schnappen. Enttäuscht vom Rechtssystem kam er zum Schluss, dass Gewalt zu mehr Gerechtigkeit führt.

Welche Rolle soll Euer Charakter (also IHR!) in diesem Abenteuer spielen?

Der intelligente, medizinisch begabte, mit Hang zur Gewalt (gegen Verbrecher)

Wo wurde Euer Charakter geboren und wo wuchs er auf?

Paramount alles dort

Wo lebt er heute?

Immer noch dort im Haus der Eltern um seinen Hass zu nähren.

Hat er Geschwister, ist er verheiratet?

Weder noch.

Kinder?

Wer weiss

Wer waren die Eltern des Charakters, kennt er sie überhaupt?

Die bestesten Eltern der Welt. Ja, wie er sie kannte.

Leben diese noch?

Nein, siehe oben

Wenn nicht, was ist mit ihnen geschehen?

Wurden in Inglewood erschossen.

Welche Ausbildung hat der Charakter?

Abgebrochenes Medizinstudium, Polizeiakademie

War er ein Lehrling, ein Student oder hat er sich seine Fähigkeiten selbst beigebracht?

s.o.

Was ist seine derzeitige Stelle?

Streifen-Polizist

Welche anderen Jobs hat er vorher ausgeübt?

Serviert.

Welcher sozialen Schicht gehört er an?

unterer Mittelstand

Wie reich ist er?

-

Wer sind seine Freunde?

Hat sich von der Aussenwelt abgekapselt, als seine Eltern und so erschossen wurden

Wer seine Feinde?

Die Gangs aber die wissens nicht

Wer sind seine Arbeitskollegen?

Die Polizisten, nicht? oder fang ich erst gerade mit der Polizeischule an? -> Nein, du bist ausgebildeter Polizist, aber

erst seit kurzem

Welches waren die wichtigsten Momente seines Lebens?

Mit seinen bestesten Eltern der Welt waren alle Momente am wichtigsten. Bis zu jenem Tag...

Was hat er gerne, was hasst er?

Er hasst Gangs. Er mag es sich auszumalen, wie er sie rächt.

Hat er irgendwelche Hobbies und Interessen?

Medizin interessiert ihn nach wie vor. Sonst das schiessen.

Wie ist sein Glaube?

Ist vom Glauben abgefallen seit dem Tag...

Welche moralischen Werte vertritt er?

Gewalt kann durchaus Gerechtigkeit schaffen. Schnell, unbürokratisch und jeder versteht sie.

Was ist seine Motivation?

s.o.

Welche Pläne hat er für die Zukunft?

Nachdem seine Eltern gerächt sind, das Studium beenden und armen Menschen helfen.

Wie sieht Euer Charakter aus (In Wort und Bild)?

Gross, recht sportlich, blond, blaue Augen

Wie gross, schwer, alt ist der Charakter?

180, 70, 23

Wie lautet der Vor- und Nachname Eures Charakters?

David "Cupido" Mason