



Name: Lance Olson
 Race: Human
 Appearance: A hobo-bum, but really an ex-Military Shooter

Player: NPC Shooter
 Ht: Wt: Age: Spent: 275
 Unspent: 0

CHARACTER SHEET

ST	11	[10]	HP	13	[4]	Basic Speed	7	[0]
DX	16	[120]	Will	11	[0]	Basic Move	7	[0]
IQ	11	[20]	Per	12	[5]	BL	24 lb	(STxST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+1

TL	8	[0]	SM	+0
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Vision	12	Fright Check	13*	Broad Jump	3.67 yd
Hearing	12	Consciousness	12	Money	4000
Touch	12	Death Check	12		
Taste/Smell	12	High Jump	2.67 ft		

* Includes: +2 from 'Combat Reflexes'

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
Jump	7 yd	5 yd	4 yd	2 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
 † 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: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness', -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'Born Soldier' when Other soldiers

TEMPLATES AND META-TRAITS	
Name	Pts
Vigilante {p. wiki}	[0]

Description: Advantages and Skills your average Vigilante needs to survive the Jungle of LA

ADVANTAGES	
Name	Pts
Ally (Destro) (50% of starting points) (Constantly, *4) {p. B36, P41}	[8]
Born Soldier 2 {p. MA:FC17, SV15, PU3:12}	[10]
Combat Reflexes {p. B43}	[15]
Contact Group (Marine Corps Base Quantico) (Effective Skill 15) (9 or less, *1; Somewhat Reliable, *1) {p. B44}	[10]
Daredevil {p. B47}	[15]
Gunslinger {p. B58}	[25]
High Pain Threshold {p. B59}	[10]

Roll to ignore pain: 14 (Will+3)

PERKS	
Name	Pts
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 ever-popular overturned saloon table will shed enemy bullets like tank armor, 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.

PERKS (continued)	
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 (for modern 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!	
Quick-Sheathe (Pistol) {p. MA51, MA51,HT249,PU2:7}	[1]
Tracer Eyes {p. GF22}	[1]
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.	
Walking Armory {p. GF23}	[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 (p. 15) for undetectable guns.	

DISADVANTAGES	
Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	[-15]
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]
Stubbornness {p. B157}	[-5]

QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	11	IQ+0	[2]
Type: IQ/A			
Camouflage {p. B183}	11	IQ+0	[1]
Type: IQ/E			
Carousing {p. B183}	12	HT+0	[1]
Type: HT/E			
Climbing {p. B183}	15	DX-1	[1]
Type: DX/A			
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[1]
Type: DX/A			
Explosives/TL8 (Demolition) {p. B194}	10	IQ-1	[1]
Type: IQ/A			
Explosives/TL8 (Underwater Demolition) {p. B194}	10	IQ-1	[1]
Type: IQ/A			
Fast-Draw/TL8 (Ammo) {p. B194}	17*	DX+1	[1]
Type: DX/E			
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1]
Type: DX/E			
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[1]
Type: DX/E			
Fast-Draw (Submachine Gun) {p. B194}	17*	DX+1	[1]
Type: DX/E			
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[1]
Type: IQ/E			
Forced Entry {p. B196}	16	DX+0	[1]
Type: DX/E			
Gesture {p. B198}	11	IQ+0	[1]
Type: IQ/E			
Guns/TL8 (Pistol) {p. B198}	18	DX+2	[1]
Type: DX/E			
Guns/TL8 (Rifle) {p. B198}	20	DX+4	[12]
Type: DX/E			
Guns/TL8 (Shotgun) {p. B198}	18	DX+2	[1]
Type: DX/E			
Guns/TL8 (Submachine Gun) {p. B198}	18	DX+2	[1]
Type: DX/E			
Hiking {p. B200}	11	HT-1	[1]
Type: HT/A			

SKILLS (continued)			
Name	Level	Relative	Pts
Holdout {p. B200} Type: IQ/A	10	IQ-1	[1]
Judo {p. B203} Type: DX/H Parry: 11	15	DX-1	[2]
Karate {p. B203} Description: Notes: Calculated damage takes into account bonuses from 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. Type: DX/H Parry: 11	15	DX-1	[2]
Knife {p. B208} Type: DX/E Parry: 11	16	DX+0	[1]
Riding (Equines) {p. B217} Type: DX/A	15	DX-1	[1]
Savoir-Faire (Military) {p. B218} Type: IQ/E	13†	IQ+2	[1]
Scrounging {p. B218} Type: Per/E	14†	Per+2	[1]
Scuba/TL8 {p. B219} Type: IQ/A	10	IQ-1	[1]
Soldier/TL8 {p. B221} Type: IQ/A	12†	IQ+1	[1]
Stealth {p. B222} Type: DX/A	16	DX+0	[2]
Strategy (Land) {p. B222} Type: IQ/H	9	IQ-2	[1]
Swimming {p. B224} Type: HT/E	12	HT+0	[1]
Tactics {p. B224} Type: IQ/H	12†	IQ+1	[2]
Throwing {p. B226} Type: DX/A	15	DX-1	[1]
Urban Survival {p. B228} Type: Per/A	11	Per-1	[1]
* Includes: +1 from 'Combat Reflexes'		† Includes: +2 from 'Born Soldier'	



DESCRIPTION

Lance Olson hat sich direkt nach der High School für eine Karriere im Marine Corps entschieden. Nach der Grundausbildung und zwei Tours of Duty im Irak wo er als Bombenentschärfer eingesetzt wurde hat er sich zum Militärpolizisten und dann zum Working Dog Handler weiterentwickelt. Er leistete sich bei einem Verhör einen "Ausrutscher" und prügelte einen Unschuldigen zu Tode. Dank einem ausgesprochenen Talent für soldatische Belange übersahen seine Vorgesetzten dies und er stieg auf. Schliesslich auf der Marine Corps Base Quantico in Kalifornien stationiert. Dort kriegte er es mit verschiedenen Gangs zu tun die versuchten das Militär zu unterlaufen. Alle seine Versuche der Korruption einhalt zu gebieten wurden von gekauften Vorgesetzten vereitelt. Als schliesslich sein bester Freund und Militärpolizeipartner durch eine Streiterei zwischen Bandenmitglieder sein Augenlicht verlor und die Übeltäter freikamen, hat es in seinem Hirn *klick* gemacht. Frustriert ob des durch und durch von korruption zerrissenen Corps hat er seine Laufbahn in der Armee beendet und wurde ehrenhaft aus dem Dienst entlassen. Zu den zuverlässigen und ehrlichen Marines der Basis pflegt nach wie vor gute Kontakte. Auf eigene Faust hat er dann angefangen Crackhäuser auszuräumen. In einem fand er eines Tages einen Welpen, welchen er bei sich aufnahm. Um keine Spuren zu hinterlassen hat er sich bewusst dazu entschlossen auf der Strasse zu leben. Sein treuer Hundefreund Destro beschützt ihn, und umgekehrt. Nach wie vor verhält er sich seinem soldatischen Ehrenkodex entsprechend. Er ist und bleibt ein Dickkopf.