



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

Player: NPC Shooter
 Ht: 1.88m Wt: 140 lbs Age: 27

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	(ST×ST)/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	-230
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			
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			
Holdout {p. B200}	10	IQ-1	[1]
Type: IQ/A			
Judo {p. B203}	15	DX-1	[2]
Type: DX/H			
Parry: 11			

SKILLS (continued)			
Name	Level	Relative	Pts
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]
Traps/TL8 {p. B226} Type: IQ/A	10	IQ-1	[1]
Urban Survival {p. B228} Type: Per/A	11	Per-1	[1]
* Includes: +1 from 'Combat Reflexes'		† Includes: +2 from 'Born Soldier'	

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	16	-	1d-2 cr	C	-	-	-	
Karate: Punch <i>Skill used: Karate</i>	15	11	1d-2 cr	C	-	-	-	
Karate: Kick <i>Skill used: Karate-2</i>	13	-	1d-1 cr	C,1	-	-	-	
Kick <i>Skill used: DX-2</i>	14	-	1d-1 cr	C,1	-	-	-	
Punch <i>Skill used: DX</i>	16	12	1d-2 cr	C	-	-	-	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
FN MK 16 MOD 0, 5.56x45mm <i>Skill used: Guns (Rifle)</i>	20	4d+2 pi	4	750 yd / 1.65 mi	9	30+1(3)	9†	-4*	2	8	2	[8]
Glock 17, 9x19mm <i>Skill used: Guns (Pistol)</i>	18	2d+2 pi	2	160 yd / 1.02 mi	3	17+1(3)	8	-2	2	1.9	3	[4]

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.

PARRY		PARRY		BLOCK		DODGE		OTHER			
12*	12*	10*	10/11*								
DX	DX	DX	Light								
Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0	2	Torso	0	0	-	Legs	0	0	7
Neck	0	0	-	Groin	0	0	-	Feet	0	0	5
Skull	2	0	-	Arms	0	0	7				
Face	0	0	-	Hands	0	0	5				

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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 -55 -56 -57 -58 -59 -60 -61 -62 -63 -64

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 -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.

SLAM TABLE				
Mvmt.	1	2-3	4-7	8
Dmg.	1d-3	1d-2	1d-1	1d

TECHNIQUES			
Name	Level	Relative	Pts
Quick-Shot/TL8 (Guns (Rifle)) {p. HT52} <i>Type: Tech/A</i>	20*	def+6	[3]

* Includes: +3 from 'Gunslinger'

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
5	Assault Rifle, 5.56mm (Ammunition; TL7) 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Per Unit - Cost: 20, Weight: 1 lb	100	5 lb
1	Assault Vest (TL8) {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	900	8 lb
1	Assault Vest Trauma Plates (TL8) {p. HT66} Description: TL:8 LC:2 DR:23 Location:torso Location: torso	600	8 lb
5	Auto Pistol, 9mm (TL 7, Ammunition; TL7) 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Per Unit - Cost: 12, Weight: 9.6 oz	60	3 lb
1	Ballistic Helmet (TL 8; TL8) {p. B285} Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [3] Location: skull	250	3 lb
1	Ballistic Helmet Visor (TL 8; TL8) {p. B285} Description: TL:8 LC:3 DR:10 Notes: [3,8] DR increases with TL. After the TL of introduction, consult the table on p. B285. Provides Protected Vision. Notes: [3,8] Location: eyes, face	100	3 lb
1	FN MK 16 MOD 0, 5.56x45mm (TL8) {p. HT120} Description: TL:8 LC:2 Ammo:1 lb. Damage:4d+2 pi Acc:4 Range:750/2900 RoF:9 Shots:30+1(3) ST:9† Bulk:-4* Rcl:2 Skill:Guns (Rifle) Notes:[8], [8] Accessory rail (p. 161). Notes: [8]	1500	8 lb
1	Glock 17, 9x19mm (TL8) {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:3 Shots:17+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	1.9 lb
1	Ordinary Clothes (Status +0; 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
Totals:		4230	41.9 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		179
Advantages, Perks		98
Disadvantages, Quirks		-55
Skills, Techniques		53
Total Points Spent:		275
Unspent Points:		0

SCRATCH PAD	

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
07.11.2013: 0 pts		



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.