

Name: John Pérez Race: Human Appearance: Latino

ST	11	[10]	HP	11	[0]	Basic Speed 5,75	[<mark>0</mark>]
DX	11	[20]	Will	11	[0]	Basic 5 Move 5	[<mark>0</mark>]
IQ	11	[20]	Per	11	[0]	BL 24 lb	(S	T×ST)/5
НТ	12	[20]	FP	12	[<mark>0</mark>]		Sw 1(d+1
TL	8					[0]	SM +0		
Visio	n		11	Frigh	t Chec	k	13*	High Jump	1.0	67 ft
Hear	ing		11		ciousr		14†	Money	2	443

Hearing Touch Consciousness Death Check 141 11 Taste/Smell 11 Broad Jump 2.33 yd ‡ Includes: +2 from 'Hard to Kill'

* Includes: +2 from 'Combat Reflexes' † Includes: +2 from 'Hard to Subdue'

	ENCL	JMBRAN	CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	-	-1	-2	-3	-4
Dodge	9	8	7	6	5

Douge	U	0	<u> </u>	0	5
		LIFTING F	FATS		
	1-Hand	2-Hand	Shove /	Carry on	Shift
Nomo	Lift		Over [‡]	Back	
Name	-	Lift [†]			Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb
 * Takes 2 seconds to † Takes 4 seconds to 			Double with a	running start while over X-H	N/ ADC
Takes + seconds in	ocomplete	1 8	2030 111/300		ly enc.
	REA	ACTION MO	DIFIERS		
Appearance: +	2				
Status: +0					
Other: -2*					
* Includes: -2 fror	n 'Bully'				
		URAL FAN		.c	
Name	COLI			.5	Pts
Western (Nativ					[0]
	e) (p. D23)				
		LANGUA	GES		
Native		S	Spoken	Written	Pts
English (Native) {p. B24}		Native	Native	[0]
Non-native		S	Spoken	Written	Pts
Spanish {p. B24	4}		Native	Native	[6]
		ADVANTA	1056		
Name		ADVANTA	AGES		Pts
Combat Reflex					[15]
					[5]
Eidetic Memory Roll: 11 (IQ)	(h. ם ו}				[]
Hard to Kill 2 {r	B581				[4]

Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 2 {p. B59}	[4]
Legal Enforcement Powers 1 {p. B65}	[5]
Police Rank 1 {p. B29}	[5]
DISADVANTAGES	
Name	Pts
Bully (15 or less *0.5) {n B125}	[-5]

Bully (15 or less, *0.5) {p. B125}	[-5]
Dependent (Mother, Wife, 2 Kids; No more than 50%; 9 or	[-20]
less, *1; Group of Dependents, *2; Loved one, *2) {p. B131}	-	
Duty (To Protect and Serve; 15 or less (almost always);	[-20]
Extremely Hazardous, -5) {p. B134}		-
Secret (Mole of the Columbian Drug Cartel; Serious	[-5]
Embarrassment) {p. B152}	-	
QUIRKS		
Name		Pts
	[Pts -1]
Name	[
Name Likes Sports Bets {p. B164} Vow (Find the Murderer of his Father) {p. B165}	[
Name Likes Sports Bets {p. B164}	[
Name Likes Sports Bets {p. B164} Vow (Find the Murderer of his Father) {p. B165}	[

SKILLS (continu	ued)		
DX based	Level	Relative	Pts
Brawling {p. B182}	13	DX+2	[4]
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: 10			
Climbing {p. B183}	10	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[1]
Guns/TL8 (Pistol) {p. B198}	13	DX+2	[4]
dGuns/TL8 (Shotgun) {p. B198}	12	DX+1	[1]
Shield (Shield) {p. B220}	11	DX+0	[1]
Block: 9			
Shortsword {p. B209}	10	DX-1	[1]
Parry: 9	10	514.4	
Wrestling {p. B228}	12	DX+1	[4]
Parry: 10			
IQ based	Level	Relative	Pts
Area Knowledge (South Central)	11	IQ+0	[1]
{p. B176}			
Criminology/TL8 {p. B186}	12	IQ+1	[4]
Diplomacy {p. B187}	9	IQ-2	[1]
Fast-Talk {p. B195}	10	IQ-1	[1]
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[1]
Gambling {p. B197}	10	IQ-1	[1]
Holdout {p. B200}	10	IQ-1	[1]
Law (Criminal/Procedure) {p. B204}	9	IQ-2	[1]
Psychology (Human) {p. B216}	11	IQ+0	i 41
Streetwise {p. B223}	10	IQ-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	10	Will-1	[1]

Age: ?

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	13	10	1d-1 cr	С	_	_	
Skill used: Brawling							
Brawling: Bite	13	-	1d-1 cr	C	-	-	
Skill used: Brawling							
Brawling: Kick	11	-	1d cr	C,1	-	-	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Baton: swing	10	9	1d+1 cr	1	6	4	
Skill used: Shortsword							
Baton: thrust	10	9	1d-1 cr	1	6	4	
Skill used: Shortsword							

		RAN	NGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Glock 22, .40 S&W	13	2d+2 pi+	2	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Skill used: Guns (Pistol)				-							

	:	SLAM TABLE				HUN	ANOID HIT L	OCATIO	ON TABLE	
1–2		3–4		5–6	Roll	Location	Penalty	Roll	Location	Penalty
1d-3	3	1d-2		1d-1	3–4	Skull	-7(f)/-5(b)	-	Vitals*	-3
PARRY	PARRY	BLOCK	DODGE	OTHER	5	Face	-5(f)/-7(b)	-	Eyet	-9
FANNT	FANNT	BLUCK	DODGE	UTHEN	6–7	Right Leg	-2	-	Ear	-7
10*	9*	9*	9*		8	Right Arm	-2	-	Nose	-7
Brawling	DX	Shield (Shield)	None		9–10	Torso	-	_	Jaw	-6
	Skull				11	Groin	-3	-	Spine [‡]	-8
Eyes DR: 0	DR: 2	Loc		#	12	Left Arm	-2	-	Limb Vein/Artery	
DB: 0	DB: 0	Eye				Left Leg	-2	-	Neck Vein/Artery	
Neck	Face				15	Hand	-4	-	Arm/Leg Joint¶	-5
DR: 0	DR: 0 DB: 0	Sku			16	Foot	-4	-	Hand/Foot Joint	-7
DB: 0	DB: U	_ Fac Tors				Neck	-5			
Torso DR: 5/2* DB: 0		: 0 Arm	is 6 ids 4 s 6		† Only ta ‡ Only ta § Only ta ¶ Only ta See also	argetable by impali argetable by crushi argetable by cutting argetable by crushi	ng, piercing, and tig ng, cutting, impaling g, impaling, piercing ng, cutting, piercing	ht-beam bu , piercing, , and tight- , and tight-	t-beam burning attacks irning attacks and tight-beam burning a beam burning attacks beam burning attacks t Location Table, p. B552	
		Bor	nus DR: <mark>0</mark>			-	E AND SPEE			
			nus DB: <mark>0</mark>		Spd/R		Measure	Spd/R	<u> </u>	leasure
	Groi	n 5/2* Not	66.		0	0	2 yd	-8	+8 5	i0 yd
$\langle 0 \rangle \langle 0 \rangle$	DR:	3/2			-1	+1	3 yd	-9		'0 yd
					-2	+2	5 yd	-10		00 yd
	Legs				-3	+3	7 yd	-11		50 yd
	DR: 0 DB: 0				-4	+4	10 yd	-12		200 yd
	Feet				-5	+5	15 yd	-13		800 yd
	DR: 1*				-6	+6	20 yd	-14		600 yd
and I	DB: 0				-7	+7	30 yd	-15	+15 7	'00 yd
* Includes: +1 from	n 'Combat Reflexes				See also	: Size and Speed/	Range Table, p. B55	i0.		
110100003. +11101	in compatitionexes						TECHN			

			- ··-			TECHNIQUES				
HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP	Name	Level	Relative	Pts	
	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	Handcuffing (Wrestling) {p. MA73}	12	def+2	[2]	Ī
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

0. -5×HP or less: Immediate death

FP loss effects are cumulative with each other and any effects FP 0 FP suffered from HP loss. 1 10 9 8 -1 -2 -3 Suffered from HP ioss.
 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. beard attack: every nonit of EP loss. 6 -7 -8 -9 0 -11 vs. heart attack; every point of FP loss causes an equal loss of HP. -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost

from your HP instead.

	LOAD-OUTS		
Qty	Combat	Cost	Weight
1	Baton {p. B273}	20	1 lb
	Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Pa		a uto u o u ol I
1	Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0 5 Fragmentation Vest (TL 8) {p. HT66}	350	9 lb
	Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes:		
	higher DR against piercing and cutting attacks; use the seco	ond, lower DF	R against all
	other damage types.		
_	Location: torso, groin	000	0.4.11-
1	Glock 22, .40 S&W {p. HT101}	600	2.1 lb
	Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[2 Hange:160 41 [4] Verv R	eliable
	Won't malfunction unless lack of maintenance lowers Malf.		
	Notes: [4]		
1	Glock 22, .40 S&W (Ammunition, 15	32	11.2 oz
	Cartridges)		
1	Handcuffs {p. B289}	40	8 oz
	Description: TL:5 Notes: Gives -5 to Escape.		
1	Holster, Belt {p. B289}	25	8 oz
4	Description: TL:5 Notes: Fits most pistols.	000	0.15
1	LAPD Police Officer Uniform {p. B266}	200	2 lb
	Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments		
	shirt with hose, skirt, or trousers - or a long tunic, robe or dr		
	footwear. 20% of cost of living; 2lbs.		
1	Shoes {p. B284}	40	2 lb
	Description: TL:1 LC: DR:1* Locations: feet Notes: [1] Con	cealable as c	or under
	clothing. Notes: [1]		
	Location: feet		
	Totals:	1307	17.8 lb
Qty	Everything	Cost	Weight
1			1 lb
	Baton (b. B2/3)	20	1 11 11
	Baton {p. B273} Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Pa	20 rry:0 ST:6	
	Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Pa Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0	rry:0 ST:6 ST:6 Skill:Sho	ortsword]
1	Description: TL:0 LO:4, [Mode:swing Dam:sw cr Reach:1 Pa Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0 Fragmentation Vest (TL 8) {p. HT66}	rry:0 ST:6 ST:6 Skill:Sho 350	ortsword] 9 Ib
1	Description: TL:0 LO:4, [Mode:swing Dam:sw cr Reach:1 Parses Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parses Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes:	rry:0 ST:6 ST:6 Skill:Sho 350 [2] Split DR: 0	ortsword] 9 lb use the first,
1	Description: TL:0 LC:4, [Mode:swing Dam:sw or Reach:1 Parson Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parson Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location.torso, groin Notes; higher DR against piercing and cutting attacks; use the second	rry:0 ST:6 ST:6 Skill:Sho 350 [2] Split DR: 0	ortsword] 9 lb use the first,
1	Description: TL:0 LO:4, [Mode:swing Dam:sw cr Reach:1 Parses Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parses Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes:	rry:0 ST:6 ST:6 Skill:Sho 350 [2] Split DR: 0	ortsword] 9 lb use the first,
1	Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0 5 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the seco other damage types.	rry:0 ST:6 ST:6 Skill:Sho 350 [2] Split DR: 0	ortsword] 9 lb use the first, R against all
	Description: TL:0 LO:4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LO:3 DR:5/2* Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the sect other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LO:3 Antmo:0.6 lb. Damage:2d+2 pi+ Acc:	rry:0 ST:6 ST:6 Skill:Shu 350 [2] Split DR: t ond, lower DF 600 2 Range:160	2.1 lb 2.1 lb 2.1 lb 2.1 lb
	Description: TL:0 LO ² ;4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Pary:0 3 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the second other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rc!2 Skill:Guns (Pistol) Notes:[rry:0 ST:6 <u>ST:6 Skill:Sh</u> <u>350</u> [2] Split DR: u ond, lower DF <u>600</u> 2 Range:160 4], [4] Very R	2.1 lb (1800 RoF:3 eliable.
	Description: TL:0 LO:4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Pary:0 5 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the seco other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rc!2 Skill:Guns (Pistol) Notes: Won't malfunction unless lack of maintenance lowers Malf. (rry:0 ST:6 <u>ST:6 Skill:Sh</u> <u>350</u> [2] Split DR: u ond, lower DF <u>600</u> 2 Range:160 4], [4] Very R	2.1 lb 2.1 lb 2.
	Description: TL:0 LO ² (4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the seco other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes; Won't malfunction unless lack of maintenance lowers Malf. (Notes; [4]	rry:0 ST:6 <u>ST:6 Skill:Sh</u> <u>350</u> [2] Split DR: u ond, lower DF <u>600</u> 2 Range:160 4], [4] Very R	2.1 lb 2.1 lb 2.
1	Description: TL:0 LO:4, [Mode:swing Dam:sw or Reach:1 Pa Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 5 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the second other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk-2 Rcl:2 Skill:Guns (Pistol) Notes; Won't malfunction unless lack of maintenance lowers Malf. Notes; [4] Glock 22, .40 S&W (Ammunition, 15	rry:0 ST:6 ST:6 Skill:Sho (2) Split DR: (bond, lower DF 600 2 Range:160 4], [4] Very R see p. B407)	2.1 lb (1800 RoF:3 eliable.
1	Description: TL:0 LO ² , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the sect other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Amm:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[Won't malfunction unless lack of maintenance lowers Malf. (Notes:[4] Glock 22, .40 S&W (Ammunition, 15 Cartridges)	rry:0 ST:6 ST:6 Skill:Shr 350 [2] Split DR: t lower DF 600 2 Range:160 4], [4] Very R see p. B407) 32	2.1 lb 2.1 lb 1800 RoF:3 eliable. 11.2 oz
1	Description: TL:0 LO:4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LO:3 DR:5/2' Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the sect other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LO:3 Amm::0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[Won't malfunction unless lack of maintenance lowers Malf. (Notes:[4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289}	rry:0 ST:6 ST:6 Skill:Sho (2) Split DR: (bond, lower DF 600 2 Range:160 4], [4] Very R see p. B407)	2.1 lb 2.1 lb 2.1 lb 2.1 lb 2.1 lb 2.2 lb 2.1 lb 2.
1	Description: TL:0 LO ² 4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 3 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the sec other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 RcI:2 Skill:Guns (Pistol) Notes:[Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	rry:0 ST:6 ST:6 Skill:Shr 350 [2] Split DR: t lower DF 600 2 Range:160 4], [4] Very R see p. B407) 32	9 lb 9 lb Jse the first, 8 against all 2.1 lb /1800 RoF:3 eliable.
1	Description: TL:0 LO ² 4, [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Pary:0 3 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the second other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 RcI:2 Skill:Guns (Pistol) Notes: Won't malfunction unless lack of maintenance lowers Malf. Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289}	rry:0 ST:6 ST:6 Skill:Shu 350 (2) Split DR: u ond, lower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40	2.1 lb 2.1 lb 2.
1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the seco other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes;[Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	rry:0 ST:6 ST:6 Skill:Shu 350 (2) Split DR: u ond, lower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40	2.1 lb 2.1 lb 2.
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the sect other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Amm::0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes: Won't malfunction unless lack of maintenance lowers Mall. (Notes:[4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas	rry:0 ST:6 ST:6 Skill:Shu 350 [2] Split DR: t nnd, lower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40 25 200 toff rags to d	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Pary:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes: higher DR against piercing and cutting attacks; use the seco other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[Won't maifunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments	rry:0 ST:6 <u>ST:6 Skill:Shr</u> <u>350</u> [2] Split DR: t ind, lower DF <u>600</u> 2 Range:160 4], [4] Very R see p. B407) <u>32</u> <u>40</u> <u>25</u> <u>200</u> toff rags to d , plus a tunic	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the seco other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes;[Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr	rry:0 ST:6 <u>ST:6 Skill:Shr</u> <u>350</u> [2] Split DR: t ind, lower DF <u>600</u> 2 Range:160 4], [4] Very R see p. B407) <u>32</u> <u>40</u> <u>25</u> <u>200</u> toff rags to d , plus a tunic	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or
1 1 1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the second other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes; Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr footwear. 20% of cost of living; 2lbs.	rry:0 ST:6 ST:6 Skill:Shi 350 [2] Split DR: u hower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40 25 200 toff rags to d , plus a tunic esss - and suit	2.1 lb 3 lb use the first, against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or able
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 3 Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the sect other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Amm:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes; Won't malfunction unless lack of maintenance lowers Malf. (Notes:[4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs.	rry:0 ST:6 ST:6 Skill:Shi 350 [2] Split DR: L hower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40 25 200 toff rags to d , plus a tunic ess - and suit 40	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or able 2 lb
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ , [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the second other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes; Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr footwear. 20% of cost of living; 2lbs.	rry:0 ST:6 ST:6 Skill:Shi 350 [2] Split DR: L hower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40 25 200 toff rags to d , plus a tunic ess - and suit 40	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or able 2 lb
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the second the damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes; Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr footwear. 20% of cost of living; 2lbs. Shoes {p. B284} Description: TL:1 LC: DR:1* Locations: feet Notes: [1] Con clothing.	rry:0 ST:6 ST:6 Skill:Shi 350 [2] Split DR: L hower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40 25 200 toff rags to d , plus a tunic ess - and suit 40	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or able 2 lb
1 1 1 1 1	Description: TL:0 LO ⁽⁴⁾ [Mode:swing Dam:sw or Reach:1 Par Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 : Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2' Location:torso, groin Notes; higher DR against piercing and cutting attacks; use the seco other damage types. Location: torso, groin Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc: Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes;[Won't malfunction unless lack of maintenance lowers Malf. (Notes: [4] Glock 22, .40 S&W (Ammunition, 15 Cartridges) Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape. Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols. LAPD Police Officer Uniform {p. B266} Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr footwear. 20% of cost of living; 2lbs. Shoes {p. B284} Description: TL:1 LC:- DR:1* Locations: feet Notes: [1] Con clothing.	rry:0 ST:6 ST:6 Skill:Shi 350 [2] Split DR: L hower DF 600 2 Range:160 4], [4] Very R see p. B407) 32 40 25 200 toff rags to d , plus a tunic ess - and suit 40	2.1 lb Jise the first, A against all 2.1 lb /1800 RoF:3 eliable. 11.2 oz 8 oz 8 oz 2 lb esigner , blouse, or able 2 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[70]
Advantages, Perks	[44]
Disadvantages, Quirks	[-52]
Skills, Techniques	[38]
Total Points Spent	: 100
Unspent Points	: 0
CAMPAIGN LOG	
Points: (logged) 0 + (other) 0 = (total) 0	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
22.04.2011: 0 pts	