GURPS

CHARACTER SHEET

Name: Joe "Jolly" Rogers
Race: Human
Appearance: Kaukasier, Halbglatze restliche Haare braun, braune Augen, verschmitztes Lächen, Piratenflaggentattoo auf dem rechten Arm
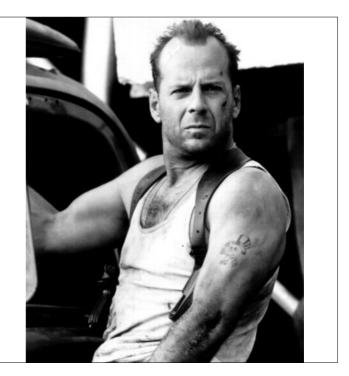
Player: Stefan Leuenberger
Ht: 1.75m   **Wt:** 70kg   **Age:** 29

Spent: 250
Unspent: 16

ST 11	[10]	**HP** 11	[0]	**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	

Vision	12	Fright Check	13*	High Jump	1.06 yd
Hearing	12	Consciousness	13†	Money	-23757
Touch	12	Death Check	13‡		
Taste/Smell	12	Broad Jump	4.33 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +1 from 'Hard to Subdue'
‡ Includes: +1 from 'Hard to Kill'

ENCUMBRANCE 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	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	–	-1	-2	-3	-4
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.

TEMPLATES AND META-TRAITS

Name	Pts
Shooter {p. A1:14}	[0]

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'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Gunslinger {p. B58}	[25]
Hard to Kill 1 {p. B58}	[2]
Hard to Subdue 1 {p. B59}	[2]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[15]

PERKS

Name	Pts
Weapon Bond (H&K MP7A1) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES

Name	Pts
Duty (15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Impulsiveness (9 or less, *1.5) {p. B139}	[-15]
Intolerance (Criminals) {p. B146}	[-5]
Sense of Duty (Team) {p. B153}	[-5]
Stubbornness {p. B157}	[-5]

SKILLS

DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Brawling {p. B182} Parry: 12	17	DX+1	[2]
Crossbow {p. B186}	16	DX+0	[1]
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	17*	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[1]
Forced Entry {p. B196}	17	DX+1	[2]
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Rifle) {p. B198}	17	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[1]
Guns/TL8 (Submachine Gun) {p. B198}	18†	DX+2	[4]
Jumping {p. B203}	16	DX+0	[1]
Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[1]
Shortsword {p. B209} Parry: 12	16	DX+0	[2]
Stealth {p. B222}	15	DX-1	[1]
Throwing {p. B226}	15	DX-1	[1]
Wrestling {p. B228} Parry: 12	16	DX+0	[2]

HT based	Level	Relative	Pts
Running {p. B218}	12	HT+0	[2]

IQ based	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+1	[4]
Computer Operation/TL8 {p. B184}	11	IQ+0	[1]
First Aid/TL8 (Human) {p. B195}	12‡	IQ+1	[2]
Holdout {p. B200}	12	IQ+1	[4]
Interrogation {p. B202}	12	IQ+1	[4]
Law (Police) {p. B204}	11	IQ+0	[4]
Tactics {p. B224}	10	IQ-1	[2]

Per based	Level	Relative	Pts
Search {p. B219}	13	Per+1	[4]

* Includes: +1 from 'Combat Reflexes'
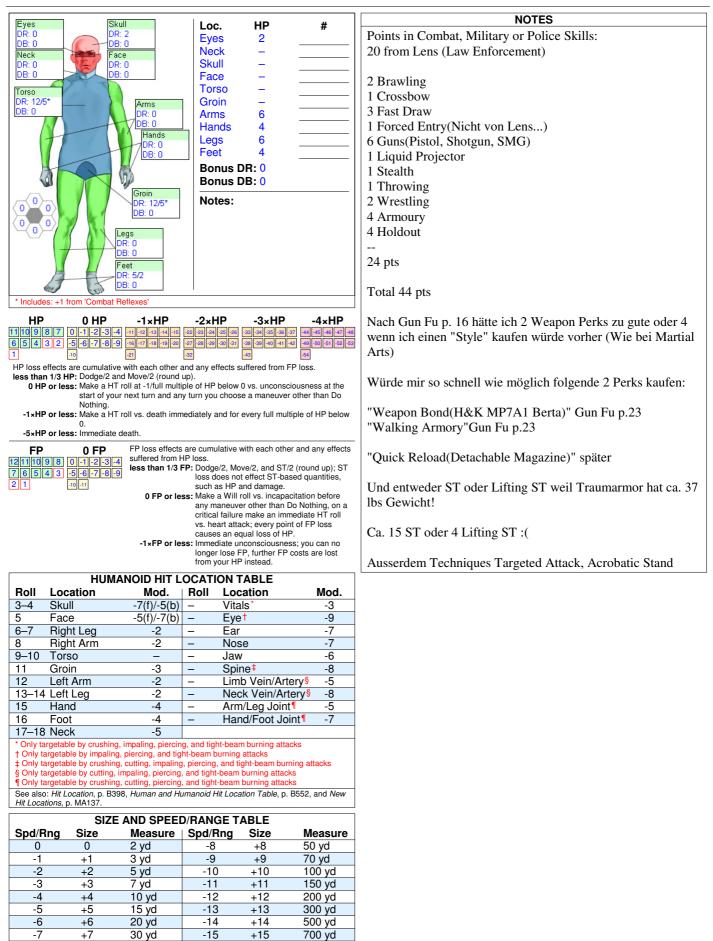† Conditional: +1 from 'Weapon Bond (H&K MP7A1)'
‡ Conditional: +1 from 'First Aid Kit', +2 from 'Crash Kit'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	17	12	1d-2 cr	C	–	–	
Brawling: Bite Skill used: Brawling	17	–	1d-2 cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	15	–	1d-1 cr	C,1	–	–	
Brawling: Kick w/Boots Skill used: Brawling-2	15	–	1d cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles Skill used: Brawling	17	12	1d-1 cr	C	–	4	[3]
Ninja-To (Very Fine): swing Skill used: Shortsword	16	12	1d+3 cut	1	8	4	
Ninja-To (Very Fine): thrust Skill used: Shortsword	16	12	1d+1 imp	1	8	4	
Tactical Flashlight: swing Skill used: Shortsword	16	12	1d+1 cr	1	6	4	
Tactical Flashlight: thrust Skill used: Shortsword	16	12	1d-1 cr	1	6	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
ARGES HG 86 Skill used: Throwing	15	3d-1 cr ex [2d]	–	38 yd	–	–	–	–	–	2	[2]
Diehl DM51 Skill used: Throwing	15	3d+2 cr ex [3d]	–	38 yd	–	–	–	–	–	2	[2]
Glock 22, .40 S&W (Fine): Primary Skill used: Guns (Pistol)+1	18	2d+2 pi+	4	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Glock 22, .40 S&W (Fine): Hollow-Point Skill used: Guns (Pistol)+1	18	2d+2(.5) pi++	4	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Glock 22, .40 S&W (Fine): APHC Skill used: Guns (Pistol)+1	18	2d+2(2) pi	4	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	2	[4]
H&K MP7A1, 4.6x30mm (Very Fine(Accurate)): Primary Skill used: Guns (Submachine Gun)+2 Usernotes: +1 Reflex Sight; Very Fine(Accurate) +2 Acc (HT79); 40 Round Magazine -1 Bulk +0.4 lbs; Baffle Suppressor -4 Hearing -1 Bulk 0.8 lbs	20	4d+1 pi-	6	180 yd / 1.08 mi	15	40+1(3)	7†	-5*	2	2	[3]
H&K MP7A1, 4.6x30mm (Very Fine(Accurate)): APHC Skill used: Guns (Submachine Gun)+2 Usernotes: +1 Reflex Sight; Very Fine(Accurate) +2 Acc (HT79); 40 Round Magazine -1 Bulk +0.4 lbs; Baffle Suppressor -4 Hearing -1 Bulk 0.8 lbs	20	4d+1(2) pi-	6	180 yd / 1.08 mi	15	40+1(3)	7†	-5*	2	2	[3]
H&K MP7A1, 4.6x30mm (Very Fine(Accurate)): Hollow-Point Skill used: Guns (Submachine Gun)+2 Usernotes: +1 Reflex Sight; Very Fine(Accurate) +2 Acc (HT79); 40 Round Magazine -1 Bulk +0.4 lbs; Baffle Suppressor -4 Hearing -1 Bulk 0.8 lbs	20	4d+1(.5) pi	6	180 yd / 1.08 mi	15	40+1(3)	7†	-5*	2	2	[3]
Molotov Cocktail Skill used: Throwing	15	spec. (1 yd.)	–	38 yd	–	–	–	–	–	3	[1,3]
Pepper Spray Skill used: Liquid Projector (Sprayer)+2 Usernotes: +2 to Skill due to wide Jet	18	Special 2xHT-4	–	2 yd / 2 yd	Jet	20	3	-1	–	4	
Stun Grenade Skill used: Throwing	15	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.

SLAM TABLE

1–2	3–4	5–8
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	10*	11*	
Brawling	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____
Bonus DR: 0		
Bonus DB: 0		

Notes:

Body location labels:
Eyes DR: 0 DB: 0
Skull DR: 2 DB: 0
Neck DR: 0 DB: 0
Face DR: 0 DB: 0
Torso DR: 12/5* DB: 0
Arms DR: 0 DB: 0
Hands DR: 0 DB: 0
Groin DR: 12/5* DB: 0
Legs DR: 0 DB: 0
Feet DR: 5/2 DB: 0

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	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	-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.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP or less: Immediate death.

FP	0 FP	
12 11 10 9 8	0 -1 -2 -3 -4	
7 6 5 4 3	-5 -6 -7 -8 -9	
2 1	-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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

NOTES

Points in Combat, Military or Police Skills:
20 from Lens (Law Enforcement)

2 Brawling
1 Crossbow
3 Fast Draw
1 Forced Entry(Nicht von Lens...)
6 Guns(Pistol, Shotgun, SMG)
1 Liquid Projector
1 Stealth
1 Throwing
2 Wrestling
4 Armoury
4 Holdout
--
24 pts

Total 44 pts

Nach Gun Fu p. 16 hätte ich 2 Weapon Perks zu gute oder 4 wenn ich einen "Style" kaufen würde vorher (Wie bei Martial Arts)

Würde mir so schnell wie möglich folgende 2 Perks kaufen:

"Weapon Bond(H&K MP7A1 Berta)" Gun Fu p.23
"Walking Armory"Gun Fu p.23

"Quick Reload(Detachable Magazine)" später

Und entweder ST oder Lifting ST weil Traumarmor hat ca. 37 lbs Gewicht!

Ca. 15 ST oder 4 Lifting ST :(

Ausserdem Techniques Targeted Attack, Acrobatic Stand

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	Torso	–	–	Jaw	-6
11	Groin	-3	–	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			

* 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, and *New Hit Locations*, p. MA137.

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.

LOAD-OUTS

Qty	Civilian	Cost	Weight
1	Civilian	11451	34 lb
1	Ordinary Clothes {p. B266}	1546	3.75 lb
	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.		
1	Lucky Strikes (Cigarettes)	6	–
1	Hip Flask (Bourbon)	100	1 lb
1	Cigarette Lighter {p. B288}	10	–
	Description: TL:6 Notes: Lights fires.		
1	Cell Phone {p. B288}	250	4 oz
	Description: TL:8 Notes: Only works in some areas, $20/month fee. 10hrs.		
1	Radio, Headset {p. B288}	500	8 oz
	Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.		
1	Purse {p. B288}	510	–
	Description: TL:0 Notes: Holds 3 lbs.		
500	Dollar	500	–
1	Multi-Function Knife	50	–
	Usernotes: Depending on the job, the GM may treat a multifunction knife as improvised equipment (-5 quality) for minor repairs or as basic equipment for extremely simple tasks (e.g., using the screwdriver to open a gadget's case). A basic version is $25, neg. LC4.		
1	Armor (Civilian)	1075	5 lb
1	Reinforced Boots {p. B284}	75	3 lb
	Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [2,6] Location: feet		
1	Concealable Vest {p. HT66}	1000	2 lb
	Description: TL:8 LC:3 DR:12/5* Location:torso Notes:[1] Concealable as or under clothing. [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		
1	Holster, Shoulder {p. B289}	2980	4.5 lb
	Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw.		
1	Glock 22, .40 S&W (Fine) {p. HT101}	2850	2.1 lb
	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][4][4]		
1	Green Integral Targeting Laser (Glock 22)	1800	–
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC)	48	11.2 oz
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP)	32	11.2 oz
1	Backpack, Small {p. B288}	5850	20.75 lb
	Description: TL:1 Notes: Holds 40 lbs. of gear.		
1	Baffle Suppressor Glock 22 .40 S&W (Very Fine)	3750	1 lb
	Usernotes: -4 Hearing -1 Bulk		
1	Ninja-To (Very Fine) {p. B273}	1600	2 lb
	Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]		
1	Brass Knuckles {p. B271}	10	4 oz
	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:-- Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate improve damage and kicks (claws don't affect damage with brass knuckles or boots); Boxing improves punching damage. Calculated damage takes into account these skill bonuses. Notes: [3]		
1	Tactical Flashlight {p. B273, MA225}	100	1 lb
	Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0 ST:6 Skill:Shortsword]		
1	Handcuffs {p. B289}	40	8 oz
	Description: TL:5 Notes: Gives -5 to Escape.		
1	First Aid Kit {p. B289}	50	2 lb
	Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.		
1	Crash Kit {p. B289}	200	10 lb
	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.		

LOAD-OUTS (continued)

Qty	Civilian	Cost	Weight
1	Backpack, Small {p. B288}	5850	20.75 lb
1	Stun Grenade {p. 277}	40	1 lb
	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]		

| | Totals: | 11451 | 34 lb |

Qty	« Combat »	Cost	Weight
1	Combat	12785	23.8 lb
1	Armor (Combat)	1850	15.75 lb
1	Assault Vest {p. HT66}	1655	10.75 lb
	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		
1	integrated LBE	755	2.75 lb
1	Pepper Spray	10	1.6 oz
	Usernotes: +2 to Skill due to wide Jet		
2	ARGES HG 86 {p. 277}	50	12.8 oz
	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]		
1	Radio, Headset {p. B288}	500	8 oz
	Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.		
2	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, APHC)	195	1.35 lb
1	Digital Camouflage Fatigues (Urban)	120	2 lb
1	Reinforced Boots {p. B284}	75	3 lb
	Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [2,6] Location: feet		
1	Patrol Sling	10935	8.05 lb
1	H&K MP7A1, 4.6x30mm (Very Fine(Accurate)) {p. HT124}	10885	6.05 lb
	Description: TL:8 LC:2 Ammo:0.9 lb. Damage:4d+1 pi- Acc:6 Range:180/1900 RoF:15 Shots:40+1(3) ST:7† Bulk:-5* Rcl:2 Skill:Guns (Submachine Gun) Notes:[3], [3] Accessory rail (p. 161). Notes: [3][3][3] Usernotes: +1 Reflex Sight; Very Fine(Accurate) +2 Acc (HT79); 40 Round Magazine -1 Bulk +0.4 lbs; Baffle Suppressor -4 Hearing -1 Bulk 0.8 lbs		
1	Baffle Suppressor H&K MP7A1 (Very Fine)	3750	1 lb
	Usernotes: -4 Hearing -1 Bulk		
1	Flashlight, Mini {p. B288}	10	4 oz
	Description: TL:7 Notes: 15' beam. 1hr.		

| | Totals: | 12785 | 23.8 lb |

Qty	Home	Cost	Weight
1	Home	3521.9	77.14 lb
1	Ammo	339.9	4.14 lb
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges)	32	11.2 oz
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, APHC)	48	11.2 oz
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges, JHP)	32	11.2 oz
1	4.6x30mm Royal Ordnance	0.4	3.33 dr
1	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, APHC)	97.5	10.82 oz
1	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, FMJ)	65	10.82 oz
1	H&K MP7A1, 4.6x30mm (Ammunition, 40 Cartridges, JHP)	65	10.82 oz
1	Molotov Cocktail {p. 277}	2	1 lb
	Description: TL:6 LC:3 Dam:spec. Fuse:spec. Notes: [1,3] A glass bottle filled with gasoline, lit by a burning rag. See Molotov Cocktails and Oil Flasks (p. B411). Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! The bottle shatters on impact. Notes: [1,3]		
1	Diehl DM51 {p. HT193}	30	1 lb
	Description: The Handgranate DM51 is a fragmentation grenade with a removable plastic sleeve containing several thousand steel balls. Without the sleeve, it functions as a concussion grenade: Dmg 5d cr ex, Wt. 0.3. The DM51 is the German military's standard combat grenade, and has also been exported. Notes: [2]		

Qty	Home	Cost	Weight
1	Home	3521.9	77.14 lb
1	Bulletproof Shield {p. HT76} Description: TL:6 LC:4 DR:10/80 Location:	300	30 lb
1	Medium Entry Shield {p. HT76} Description: TL:8 LC:4 DR:12/40 Location:	1200	17 lb
1	Large Entry Shield {p. HT76} Description: TL:8 LC:4 DR:12/60 Location:	1400	22 lb
1	Gas Mask (TL 8) {p. HT72} Description: TL:8 LC:4 DR:2 Location:eyes, face Notes:[1] Gives Filter Lungs, Immunity to Eye and Nose Irritants, and No Sense of Smell/Taste. [3] Gives No Peripheral Vision (p. B151). Location: eyes, face	250	2 lb
	Totals:	3521,9	77.14 lb

LOAD-OUTS (continued)

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[175]
Advantages, Perks	[70]
Disadvantages, Quirks	[-50]
Skills, Techniques	[55]
Total Points Spent:	**250**
Unspent Points:	**16**

CAMPAIGN LOG
Points: (logged) 16   + (other) 0   = (total) 16

Strike Team IV - **?**

Las Vegas erledigt, back in LA!

Habe folgende Skill erlernt:

11.07.2011: 16 pts

Streng nach ACTION Shooter Template mit Law Enforcement Lens -

Law Enforcement Lens habe ich folgendes genommen:

Law (Police) [4]
Forced Entry [1] Hier nur ein Punkt, weil ich vom Template schon einen hatte
Guns(Rifle) [1] - Hier darf ich laut Lens Rifle nehmen. Sollte aber unproblematisch sein, da mein Mainskill Guns(SMG) ist. Habe Rifle genommen, dass ich da nicht defaulten muss, sollte ich mal eine Rifle benutzen müssen. Hier der 1. Punkt den ich noch zu gute hatte von Forced Entry
Shortsword [2]
First Aid(Human) [2]
Interrogation [4]
Tactics [2]
Search [4]

Die folgenden Skill fehlen (Verglichen mit dem alten Charakter) wenn man Streng nach Template einen 250 Punkte Charakter macht.

Climbing
Shield(Shield)
Streetwise
Observation
Intimidation
Fast Talk
Area Knowledge
Diplomacy
Criminology
Shadowing
Streetwise
11.06.2011: 0 pts