



Name: Arne "Börni" Björnson
Race: Human
Appearance:

Player: Bruno Luder
Ht: 1.72m Wt: 70Kg Age: 35

Spent: 128
Unspent: 0

ST 11* [10]	HP 11 [0]	Basic Speed 5,75 [0]
DX 12 [40]	Will 10 [0]	Basic Move 5 [0]
IQ 10 [0]	Per 10 [0]	BL 24 lb (ST×ST)/5
HT 11† [10]	FP 11 [0]	Thr 1d-1 Sw 1d+2
TL 8 [0]	SM +0	

* Conditional: +1 from 'Striking ST' † Conditional: +1 from 'Fit'

Vision 10	Fright Check 13*	High Jump 1.67 ft
Hearing 10	Consciousness 13†	Money 0‡
Touch 10	Death Check 13§	
Taste/Smell 10	Broad Jump 2.33 yd	

* Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'
† Includes: +1 from 'Fit', +1 from 'Hard to Subdue'
‡ Includes: +9357 from 'Money'
§ Includes: +1 from 'Fit', +1 from 'Hard to Kill'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
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 ‡ Double with a running start
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: -2 from 'Paranoia'

CULTURAL FAMILIARITIES

Name	Pts
Western (Native)	0

LANGUAGES

Name	Spoken	Written	Pts
English (Native)	Native	Native	0

TEMPLATES AND META-TRAITS

Name	Pts
Military Hand-To-Hand - Krav Maga (Martial Arts) {p. MA183}	0

Description: Imi Sde-Or (born Imrich Lichtenfeld) grew up in Bratislava, Czechoslovakia. During the 1930s, rising anti-Semitic violence in the region moved Imi - an experienced circus wrestler and competitive grappler - to train his fellow Jews to combat attackers willing to use weapons and "dirty" tactics. When he immigrated to Palestine in 1942, Imi started training settlers in his fighting system, which he later named "Krav Maga" (Hebrew for "contact combat" or "contact fight"). Today, Krav Maga is the official martial art of the Israeli Defense Forces.

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	15
Fearlessness 1 {p. B55}	2
Fit {p. B55}	5
Gunslinger {p. B58}	25
Hard to Kill 1 {p. B58}	2
Hard to Subdue 1 {p. B59}	2
Striking ST 1 {p. B89}	5

PERKS

Name	Pts
Improvised Weapons (Karate) {p. MA50}	1

DISADVANTAGES

Name	Pts
Bad Temper (12 or less, *) {p. B124}	-10



DISADVANTAGES (continued)

Name	Pts
Duty (To Protect and Serve; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	-20
Paranoia {p. B148}	-10
Secret (Legion; Utter Rejection) {p. B152}	-10

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
Area Knowledge (Compton) {p. B176}	10	IQ+0	1
Camouflage {p. B183}	10	IQ+0	1
Carpentry {p. B183}	10	IQ+0	1
Climbing {p. B183}	11	DX-1	1
Diplomacy {p. B187}	8	IQ-2	1
Driving/TL8 (Automobile) {p. B188}	11	DX-1	1
Explosives/TL8 (Demolition) {p. B194}	11	IQ+1	4
Fast-Draw/TL8 (Ammo) {p. B194}	13*	DX+1	1
Fast-Draw (Long Arm) {p. B194}	13*	DX+1	1
Fast-Draw (Pistol) {p. B194}	13*	DX+1	1
Fast-Talk {p. B195}	9	IQ-1	1
First Aid/TL8 (Human) {p. B195}	10	IQ+0	1
Guns/TL8 (Pistol) {p. B198}	17	DX+5	16
Guns/TL8 (Rifle) {p. B198}	15	DX+3	1
Guns/TL8 (Shotgun) {p. B198}	15	DX+3	1
Guns/TL8 (Submachine Gun) {p. B198}	15	DX+3	1
Holdout {p. B200}	9	IQ-1	1
Intimidation {p. B202}	9	Will-1	1
Karate {p. B203}	12	DX+0	4
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. Parry: 10			
Knife {p. B208}	12	DX+0	1
Parry: 9			
Law (Criminal/Procedure) {p. B204}	8	IQ-2	1
Observation {p. B211}	11	Per+1	4
Shadowing {p. B219}	9	IQ-1	1

SKILLS (continued)			
Name	Level	Relative	Pts
Shortsword {p. B209} Parry: 9	11	DX-1	[1]
Soldier/TL8 {p. B221}	11	IQ+1	[4]
Stealth {p. B222}	12	DX+0	[2]
Strategy (Land) {p. B222}	8	IQ-2	[1]
Tactics {p. B224}	8	IQ-2	[1]
Urban Survival {p. B228}	9	Per-1	[1]
Wrestling {p. B228} Parry: 9	11	DX-1	[1]
			[]
			[]

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	12	—	1d-2 cr	C	—	—	
Karate: Punch <i>Skill used: Karate</i>	12	10	1d-1 cr	C	—	—	
Karate: Kick <i>Skill used: Karate-2</i>	10	—	1d cr	C,1	—	—	
Knee Strike (Karate) <i>Skill used: Knee Strike (Karate)</i>	12	—	1d cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing <i>Skill used: Knife</i>	12	9	1d cut	C,1	6	4	
Large Knife: thrust <i>Skill used: Knife</i>	12	9	1d-1 imp	C	6	4	[1]
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Glock 22, .40 S&W <i>Skill used: Guns (Pistol)</i>	17	2d+2 pi+	2	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
H&K MP7A1, 4.6x30mm <i>Skill used: Guns (Submachine Gun)</i>	15	4d+1 pi-	4	180 yd / 1.08 mi	15	20+1(3)	7†	-3*	2	2	[3]
Large Knife <i>Skill used: DX-4</i>	8	1d-1 imp	—	9.6 yd / 18 yd	1	T(1)	6	-2	—	4	

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*.

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	8/9*	
Karate	DX	DX	Light	

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

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

FP **0 FP**

11	10	9	8	7	0	-1	-2	-3	-4
6	5	4	3	2	-5	-6	-7	-8	-9
1					-10				

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.

TECHNIQUES

Name	Level	Relative	Pts
Disarming (Karate) (p. MA70, B230)	15	def+3	4
Knee Strike (Karate) (p. MA76, B232)	12	def+1	1
Lethal Strike (Karate) (p. MA85)	12	def+2	3

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals*	-3
11	Groin	-3	—	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

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.

SLAM TABLE

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11	10	9	8	7	0
6	5	4	3	2	-5
1					-10

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.

