

Name: Arne "Börni" Björnson Race: Human Appearance: Spent: 128 Unspent: 0

Age: 35

ST       11*       [       10       HP       11       [       0]       Basic       5,75       [       0         DX       12       [       40       Will       10       [       0]       Basic       5       [       0         IQ       10       [       0]       Per       10       [       0]       BL       24 lb       (ST×ST)/         HT       11†       [       10]       FP       11       [       0]       BL       24 lb       (ST×ST)/         HT       11†       [       10]       FP       11       [       0]       Th'       1d+2         TL       8       [       0]       SM       +0       *       *       1d+2         Vision       10       Fright Check       13*       High Jump       1.67 ft         Hearing       10       Consciousness       131       Money       0‡         Taste/Smell       10       Broad Jump       2.33 yd       *       *       Includes: +3 from 'Fit', +1 from 'Hard to Kill'         Encludes: +3 from 'Fit', +1 from 'Hard to Kill'       Yet       Includes: +357 from Money'       yet       Yet       Yet
DX       12       1       40       Will 10       1       0       Move 5       1       0         IQ       10       [0]       Per       10       [0]       BL       24 lb       (ST×ST)/         HT       111 <sup>†</sup> [10]       FP       11       [0]       Thr       1d-1       SW       1d+2         TL       8       [0]       SM       +0       *       *       1d+2         'Conditional: +1 from 'Striking ST'       + Conditional: +1 from 'Fit'       *       *       1d+2         Vision       10       Fright Check       13 <sup>*</sup> High Jump       1.67 ft         Hearing       10       Consciousness       13 <sup>+</sup> Money       0 <sup>+</sup> Touch       10       Death Check       13 <sup>*</sup> Taste/Smell       10         Brade       10       Broad Jump       2.33 yd       *       *         * Includes: +1 from 'Fit, +1 from 'Hard to Kill'       *       *       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
HT       111 <sup>†</sup> [10]       FP       11       [0]       Thr       1d-1       Sw       1d+2         TL       8       [0]       SM       +0       *       *       1d+2         TL       8       [0]       SM       +0       *       *       1d+2         TL       8       [0]       SM       +0       *       *       1d+2         Vision       10       Fright Check       13 <sup>*</sup> High Jump       1.67 ft         Hearing       10       Consciousness       13 <sup>+</sup> Money       0 <sup>+</sup> Touch       10       Death Check       13 <sup>+</sup> Taste/Smell       10       Broad Jump       2.33 yd         * Includes: +1 from 'Fearlesness', +2 from 'Combat Reflexes'       +       Includes: +1 from 'Hard to Subdue'       +<
HT       111 <sup>†</sup> [0]       1d-1       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*       Money       0‡         Touch       10       Dead Jump       2.33 yd       *         * Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'       †       Includes: +1 from 'Hard to Subdue'         ‡ Includes: +1 from 'Fit', +1 from 'Hard to Subdue'       *       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
* Conditional: +1 from 'Striking ST' <pre>             f Conditional: +1 from 'Fit'         </pre> 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 'Fit', +1 from 'Hard to Subdue'                   * Includes: +1 from 'Fit', +1 from 'Hard to Subdue'                   * Includes: +1 from 'Fit', +1 from 'Hard to Kill'
Vision       10       Fright Check       13*       High Jump       1.67 ft         Hearing       10       Consciousness       13†       Money       0‡         Touch       10       Death Check       13\$       0       0‡         Taste/Smell       10       Broad Jump       2.33 yd       0‡         * Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'       1       1       1         * Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'       1       1       1         * Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'       1       1       1         * Includes: +9357 from 'Money'       1       1       1       1         Includes: +9357 from 'Money'       1       1       1       1       1         Basic       24 lb       48 lb       72 lb       144 lb       240 lb       1       1       yd       1
Hearing         10         Consciousness         13†         Money         0‡           Touch         10         Death Check         13§         1         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'         1 </th
Hearing         10         Consciousness         13†         Money         0‡           Touch         10         Death Check         13§         1
Taste/Smell       10       Broad Jump       2.33 yd         * Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'       †       includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'         † Includes: +1 from 'Fit', +1 from 'Hard to Subdue'       *       Includes: +3957 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       Lift*       Lift*       Over #       Back§       Slightly         Basic       48 lb       192 lb       288 lb       360 lb       1200 lb       *         * Takes 2 seconds to complete
* 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 with the subdue'           Basic         24 lb         48 lb         72 lb         144 lb         240 lb           Ground         5 yd         4 yd         3 yd         2 yd         1 yd         1 yd           Water         1 yd         1 yd         1 yd         1 yd         1 yd         1 yd           Dodge         9         8         7         6         5           LIFTING FEATS         1-Hand         2-Hand         Shove / Carry on         Shift           Name         Lift*         Lift*         Over ‡         Back§         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'
† Includes: +1 from 'Fit', +1 from 'Hard to Subdue'         ‡ Includes: +29357 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         1-Hand       2-Hand       Shove /       Carry on       Shift         Name       Lift'       Lift'       Over ‡       Back§       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'
‡ Includes: +9357 from 'Money' § Includes: +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         1-Hand       2-Hand       Shove /       Carry on       Shift         Name       Lift'       Lift'       Over ‡       Back§       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
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           1-Hand         2-Hand         Shove /         Carry on         Shift           Name         Lift*         Lift         Over‡         Back§         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         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         1 yd           Dodge         9         8         7         6         5           LIFTING FEATS           1-Hand         2-Hand         Shove / Carry on         Shift           Name         Lift*         Lift*         Over ‡         Back§         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         \$ sLose 1 FP/sec while over X-Hvy enc.           REACTION MODIFIERS         Appearance: +0         Status: +0         Other: +0*         Conditional: -2 from 'Paranoia'
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           Water         1 yd         1 yd         1 yd         1 yd         1 yd           Dodge         9         8         7         6         5           LIFTING FEATS           1-Hand         2-Hand         Shove / Carry on         Shift           Name         Lift*         Lift*         Over #         Back§         Slightly           Basic         48 lb         192 lb         288 lb         360 lb         1200 lb           * Takes 2 seconds to complete         1 g Lose 1 FP/sec while over X-Hvy enc.         1 yd         1 yd         1 yd           * Takes 4 seconds to complete         1 g Lose 1 FP/sec while over X-Hvy enc.         1 g Lose 1 FP/sec while over X-Hvy enc.         1 g Lose 1 FP/sec while over X-Hvy enc.           REACTION MODIFIERS         Appearance: +0         5 tatus: +0         0         0 ther: +0*         * Conditional: -2 from 'Paranoia'           CULTURAL FAMILIARITIES
Ground         5 yd         4 yd         3 yd         2 yd         1 yd           Water         1 yd         1 yd         1 yd         1 yd         1 yd         1 yd           Water         1 yd         1 yd         1 yd         1 yd         1 yd         1 yd           Dodge         9         8         7         6         5           LIFTING FEATS           1-Hand         2-Hand         Shove / Carry on         Shift           Name         Lift*         Lift*         Over ‡         Back§         Slightly           Basic         48 lb         192 lb         288 lb         360 lb         1200 lb           * Takes 2 seconds to complete         ‡         Double with a running start         ‡         1 yd         1 yd <td< th=""></td<>
Water         1 yd         1 yd <th1 th="" yd<="">         1 yd         1 yd         <th< th=""></th<></th1>
Dodge       9       8       7       6       5         LIFTING FEATS         1-Hand       2-Hand       Shove / Carry on       Shift         Name       Lift*       Lift*       Over #       Back§       Slightly         Basic       48 lb       192 lb       288 lb       360 lb       1200 lb         * Takes 2 seconds to complete       1       # Double with a running start       1         † Takes 4 seconds to complete       1       § Lose 1 FP/sec while over X-Hvy enc.         REACTION MODIFIERS         Appearance: +0       Status: +0         Other: +0*       * Conditional: -2 from 'Paranoia'         CULTURAL FAMILIARITIES
LIFTING FEATS         LIFTING FEATS         1-Hand       2-Hand       Shove /       Carry on       Shift         Name       Lift*       Lift*       Over #       Back§       Slightly         Basic       48 lb       192 lb       288 lb       360 lb       1200 lb         * Takes 2 seconds to complete       1 # Double with a running start       1       1 Takes 4 seconds to complete       1 # Double with a running start         † Takes 4 seconds to complete       1 # Double with a running start       1 # Double with a running start       1 # Double with a running start         Takes 4 seconds to complete       1 # Double with a running start       1 # Double with a running start       1 # Double with a running start         * Takes 4 seconds to complete       1 # Double with a running start       1 # Double with a running start       1 # Double with a running start         * Takes 4 seconds to complete       1 # Double with a running start       1 # Double with a running start       1 # Double with a running start         Keaction       Model       Model       Model       Model       Model       Model         Status: +0       0       Other: +0*       * Conditional: -2 from 'Paranoia'       CULTURAL FAMILIARITIES
1-Hand       2-Hand       Shove /       Carry on       Shift         Name       Lift*       Lift*       Over #       Back§       Slightly         Basic       48 lb       192 lb       288 lb       360 lb       1200 lb         * Takes 2 seconds to complete       # Double with a running start       # Double with a running start       # Status:         * Takes 4 seconds to complete       # Double with a running start       # Case 1 FP/sec while over X-Hvy enc.         REACTION MODIFIERS       Appearance: +0       Status: +0       Other: +0*         * Conditional: -2 from 'Paranoia'       CULTURAL FAMILIARITIES
Name       Lift*       Lift †       Over ‡       Back§       Slightly         Basic       48 lb       192 lb       288 lb       360 lb       1200 lb         * Takes 2 seconds to complete       ‡       Double with a running start       ‡       200 lb       1200 lb         * Takes 4 seconds to complete       ‡       Double with a running start       ‡       1200 lb         * Takes 4 seconds to complete       ‡       Status: +0       001FIERS         Appearance: +0       Status: +0       0       0ther: +0*         * Conditional: -2 from 'Paranoia'       CULTURAL FAMILIARITIES
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'
† 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'
REACTION MODIFIERS         Appearance: +0         Status: +0         Other: +0*         * Conditional: -2 from 'Paranoia'         CULTURAL FAMILIARITIES
Appearance: +0 Status: +0 Other: +0* * Conditional: -2 from 'Paranoia' CULTURAL FAMILIARITIES
Status: +0 Other: +0* * Conditional: -2 from 'Paranoia' CULTURAL FAMILIARITIES
Other: +0* * Conditional: -2 from 'Paranoia' CULTURAL FAMILIARITIES
* Conditional: -2 from 'Paranoia' CULTURAL FAMILIARITIES
CULTURAL FAMILIARITIES
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
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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. <b>ADVANTAGES Pts</b> Combat Reflexes {p. B43}         [15]         Fearlessness 1 {p. B55}         [2]         Fit {p. B55}         Gunslinger {p. B58}
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. <b>ADVANTAGES Pts</b> Combat Reflexes {p. B43}         [15         Fearlessness 1 {p. B55}         [2         Fit {p. B55}         Gunslinger {p. B58}         Hard to Kill 1 {p. B58}
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}       [2]         Gunslinger {p. B58}       [25]         Hard to Kill 1 {p. B58}       [2]         Hard to Subdue 1 {p. B59}       [2]
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. <b>ADVANTAGES Pts</b> Combat Reflexes {p. B43}         [15         Fearlessness 1 {p. B55}         [2         Fit {p. B55}         Gunslinger {p. B58}         [25         Hard to Kill 1 {p. B58}
fellow Jews to combat attackers willing to use weapons and "dirly" tactics. When         he immigrated to Palestine in 1942, Imistarted 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}         [22         Fit {p. B55}         Gunslinger {p. B58}         Hard to Kill 1 {p. B58}         [22         Hard to Subdue 1 {p. B59}         [23         Striking ST 1 {p. B89}
fellow Jews to combat attackers willing to use weapons and "dirly" tactics. When         he immigrated to Palestine in 1942, Imistarted 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}         [22         Fit {p. B55}         Gunslinger {p. B58}         Hard to Kill 1 {p. B58}         [22         Hard to Subdue 1 {p. B59}         [23         PERKS
fellow Jews to combat attackers willing to use weapons and "dirly" 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         Mame       Pts         Combat Reflexes {p. B43}       [15]         Fearlessness 1 {p. B55}       [2]         Fit {p. B55}       [2]         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
fellow Jews to combat attackers willing to use weapons and "dirly" tactics. When         he immigrated to Palestin in 1942, Imistarted 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         Mame       Pts         Combat Reflexes {p. B43}       [15]         Fearlessness 1 {p. B55}       [2]         Fit {p. B55}       [2]         Gunslinger {p. B58}       [25]         Hard to Kill 1 {p. B58}       [2]         Hard to Subdue 1 {p. B59}       [2]         Striking ST 1 {p. B89}       [2]         PERKS         Name       Pts         Improvised Weapons (Karate) {p. MA50}       [1]
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fellow Jews to combat attackers willing to use weapons and "dirly" tactics. When         he immigrated to Palestin in 1942, Imistarted 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         Mame       Pts         Combat Reflexes {p. B43}       [15]         Fearlessness 1 {p. B55}       [2]         Fit {p. B55}       [2]         Gunslinger {p. B58}       [25]         Hard to Kill 1 {p. B58}       [2]         Hard to Subdue 1 {p. B59}       [2]         Striking ST 1 {p. B89}       [2]         PERKS         Name       Pts         Improvised Weapons (Karate) {p. MA50}       [1]



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

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]
dGuns/TL8 (Rifle) {p. B198}	15	DX+3	[ 1]
dGuns/TL8 (Shotgun) {p. B198}	15	DX+3	[ 1]
dGuns/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			r . 1
Law (Criminal/Procedure) {p. B204}	8	IQ-2	[ 1]
Observation {p. B211}	11	Per+1	[ 4]
Shadowing {p. B219}	9	IQ-1	[ 1]

SKILLS (continu	ued)		
Name	Level	Relative	Pts
Shortsword {p. B209}	11	DX-1	[ 1]
Parry: 9			
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}	11	DX-1	[ 1]
Parry: 9			
			[ ]
			[ ]
* Includes: +1 from 'Combat Reflexes'			

		М	ELEE A	TTACKS					
Non-Equipment based			Skill	Parry	Damage	Reach	ST	LC	Notes
Bite			12	_	1d-2 cr	C	-	-	
Skill used: DX									
Karate: Punch			12	10	1d-1 cr	C	_	_	
Skill used: Karate						L			
Karate: Kick			10	-	1d cr	C,1	-	-	
Skill used: Karate-2									
Knee Strike (Karate)			12	-	1d cr	C	-	-	
Skill used: Knee Strike (Karate)									
Equipment based			Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing			12	9	1d cut	C,1	6	4	
Skill used: Knife									
Large Knife: thrust			12	9	1d-1 imp	C	6	4	[1]
Skill used: Knife					1				
Name			Skill	Parry	Damage	Reach	ST	LC	Notes
		RA	NGED	ATTACKS	;				
Name	Skill	Damage	Acc	Range	RoF	Shots ST	Bulk	Rcl LC	Notes
Glock 22 40 S&W	17	2d+2 ni+	2	160 vd / 1	02 mi 3	15+1(3) 8	-2	2 3	[4]

name	SKIII	Damage	ACC	папуе	пог	Shots	51	DUIK	nci	LC	notes
Glock 22, .40 S&W	17	2d+2 pi+	2	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
Skill used: Guns (Pistol)											
H&K MP7A1, 4.6x30mm	15	4d+1 pi-	4	180 yd / 1.08 mi	15	20+1(3)	7†	-3*	2	2	[3]
Skill used: Guns (Submachine Gun)											
Large Knife	8	1d-1 imp	-	9.6 yd / 18 yd	1	T(1)	6	-2	-	4	
Skill used: DX-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	FP	0 FP	FP loss effects	are cumulative	with each other a	nd any effects
		OTTIEN	1110987	0 -1 -2 -3 -4	suffered from H			TO ( (au house
10* 10* 8*	8/9*			-5 -6 -7 -8 -9	less than 1/3 l		ove/2, and ST/2 (re t effect ST-based	
Karate DX DX	Light		1	-10		such as HP a	and damage.	. ,
Eyes Skull	Loc. HP	#			0 FP or le		roll vs. incapacita er other than Do N	
DR: 0 DR: 2	Eyes 2	"				critical failure	e make an immed	iate HT roll
	Neck –						ack; every point of qual loss of HP.	FP loss
DR: 0	Skull –				-1×FP or le	ss: Immediate u	nconsciousness;	you can no
DB: 0 DB: 0	Face –					longer lose F from your HF	P, further FP cos	ts are lost
	Torso –					,	nstead.	
ranno	Groin –				TECHN		_	
	Arms 6		Name			Leve		
Handa Handa	Hands 4		Disarming	(Karate) {p.	MA70, B23	0} 15	def+3	[ 4]
DR: 0	Legs 6				o. MA76, B2		def+1	[ 1]
	Feet 4		Lethal Strik	e (Karate) {	[p. MA85}	12	def+2	[ 3]
	Bonus DR: <mark>0</mark>			HUMA	NOID HIT L	OCATION 1	TABLE	
	Bonus DB: <mark>0</mark>		Roll	Location	Mod.	-	Location	Mod.
Groin DR: 0	Notes:		3–4	Skull	-7	13–14	Left Leg	-2
			5	Face	-5	15	Hand	-4
			6–7	Right Leg	-2	16	Foot	-4
Legs DR: 0			8	Right Arm	-2	17–18	Neck	-5
DB: 0			9–10	Torso		_	Vitals*	-3
Feet			11 12	Groin Left Arm	-3 -2	-	Eye*	-9
DR: 2* DB: 0					-∠ piercing, and tigl	nt-beam burning	attacks	
							Location Table, p	B552
* Includes: +1 from 'Combat Reflexes'				2 I	AND SPEE		, <b>,</b>	. 5002.
	2×HP -3×HP	P -4×HP	Spd/Rng	Size	Measure			Measure
11109870-1-2-3-4-11-12-13-14-15 22-2	3 -24 -25 -26 -33 -34 -35 -36		0	0	2 yd	-8		50 yd
65432-5-6-7-8-9 19 17 18 19 20 27 4 1 -10 -21 -32	8 -29 -30 -31 -38 -39 -40 -41 -43	-42 -49 -50 -51 -52 -53	-1	+1	3 yd	-9		70 yd
HP loss effects are cumulative with each other and a	nv effects suffered from	n FP loss.	-2	+2	5 yd	-10		100 yd
less than 1/3 HP: Dodge/2 and Move/2 (round up).			-3	+3	7 yd	-11		150 yd
0 HP or less: Make a HT roll at -1/full multiple o start of your next turn and any turn			-4	+4	10 yd	-12	+12	200 yd
Nothing.	•		-5	+5	15 yd	-13	+13	300 yd
-1×HP or less: Make a HT roll vs. death immedia 0.	ely and for every full m	ultiple of HP below	-6	+6	20 yd	-14		500 yd
-5×HP or less: Immediate death.			-7	+7	30 yd	-15	+15	700 yd
			See also: Size	and Speed/Ran	<i>ge Table</i> , p. B55	i0.		
					SLAM			
					SLAW	IADLE		
			1- 10		3- 10	-4	5–6 1d-1	

Gty         Everything         Cost         Weight 0           1         Armor         4660         20 ib           Contents - Cost - 4680, Weight - 20 ib         600         17 ib           Description: TL 8 L 22 BASS' Localization terms Notes (1) Concestable as or underform the lower DN versue crushing attacks only.         17 ib           1         Boots         80         3 lb           1         Boots         80         3 lb           2         Description: TL 1-1 CA DR-2* Location-test Notes (1) Concestable as or under clothing [2] Grev - 1 to Acting damage (n. B271).         200         20 lb           Description: TL: 1 Motes: Holds 40 lbs. or gear.         960         43 lb         960         43 lb           Per Unit - Cost: 60, Weight: 3 lb         Gontents - Cost: 500.         960         44 lb         Contents - Cost: 500.         1500         4.4 lb           Contents - Cost: 500.         The Act A Range: 160/190         RA-7 table: 24 lb         1500         4.4 lb           Contents - Cost: 500.         Stoth: 200         1500         4.4 lb         10         Her Mith: Cost: 500.         Reg (1)         1000         Reg (1)         1000         1000         1000         1000         1000         1000         1000         1000         1000         1000         1000 <th></th> <th>LOAD-OUTS</th> <th></th> <th></th>		LOAD-OUTS		
1         Advanced Body Armor         4600         17 lb           Description: TL: LC2: DR3:5° Location tore Notes:1(1) Concestable as or under clothing. [5] Use the lower DR versus crushing attacks only.         3           1         Boots         80         3 lb           1         Boots         960         43 lb           Per Unit - Cost: 60, Weight: 3 lb         00         20 lb           Description: TL: Notes: Basic equipment for Carpentry still.         1         1           1         Portable Explosives Tool Kit         600         20 lb           Description: TL: Notes: Basic equipment for Explosives still.         1         1           1         Hands         1500         4.4 lb           1         Description: TL: S Loca Armoto 5 lb. Damage:44t p1 A.4cc H Brage:100 lb         0           Description: TL: S LOCA Armoto 5 lb. Damage:24t p1 A.4cc H Brage:100 lBO         0         2.1 lb           Description: TL: S LOCA Armoto 5 lb. Damage:24t p1 A.4cc H Brage:101 lBO         0         2.1 lb           Description: TL: S L	Qty 1	Everything Armor		
Description: T.1 & LC2 DPI:35*L Location-taron Notes (1) Concealable as or under clothing, (5) Use the lower DR versus crushing attacks only. Location: torse           1         Boots         80         3 Ib           Description: T.1.5 LC4 DPI:2* Location-feet Notes (1) Concealable as or under clothing, [2] Give +1 to kicking damage (n. B271). Location: feet         960         43 Ib           Per Unit - Cost: 60, Weight: 3 Ib         960         43 Ib           Description: T.1.1 Notes: Holds of Uss of gear.         960         44 Ib           Contents - Cost: 300, Weight: 44 Ib         600         20 Ib           Description: T.1.5 Notes: Basic equipment for Explosives skill.         960         4.4 Ib           Centents - Cost: 1500, Weight: 4.4 Ib         1500         4.4 Ib           Centents - Cost: 1500, Weight: 4.4 Ib         1500         4.4 Ib           Description: T.1.5 Notes: Basic equipment for Explosives skill.         1         Hack           1         Hack MP7A1, 4.4 X30mm         1500         4.4 Ib           Centents - Cost: 36, Weight: 8 or Contents - Cost: 30, Weight: 4 or Description: T.1.5 Notes: 15 Beam, 1hr.         10         4 oz Description: T.1.5 Notes: 15 Beam, 1hr.           1         Glock 22, 40 S&W (Ammunition, 15         32         11.2 oz Cartridges)         11.2 oz	1		4600	17 lb
1         Boots         80         3.1b           Description: TL-51 LC4 DP:2* Location4et Notes (1) Concealable as or under dothing. (2) Give +1 to kicking damage (p. 8271). Location: Net         960         43.1b           1         Backpack, Small         960         43.1b           Per Unit - Cost: 60, Weight 40.b         Description: TL-1 Notes: Basic equipment for Carpentry skill.         300         20.1b           1         Portable Carpentry Tool Kit         300         20.1b         Description: TL-1 Notes: Basic equipment for Carpentry skill.           1         Part Add.         1500         4.4 lb         Goot 4.4 lb           Contents - Cost: 500, Weight: 4.4 lb         1500         4.4 lb           Description: TL-5 LC: Amm:0.5 lb. Damage:de1: pi: Acc:4 Range:180(1900         R6-75 Shots:20:1(3) 77: Bitk:37 ebitk:37 ebitk:38		Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1 under clothing. [5] Use the lower DR versus crushing att	] Concealabl	
clothing. [2] Give +1 to kicking damage (p. B271).           Location: feet           1         Backpack, Small         960         43 lb           Per Unit - Cost: 60, Weight: 8 lb         Contents - Cost: 500, Weight: 40 lb         300         20 lb           Description: TL: Notes: Basic equipment for Carpentry Will.         1         Portable Explosives Tool Kit         300         20 lb           Description: TL: Notes: Basic equipment for Explosives skill.         1         Hands         20 lb           Description: TL: Stotes: Basic equipment for Explosives skill.         1         Hands         4.4 lb           Contents - Coat: 1500, Weight: 4.4 lb         1500         4.4 lb         20 lb           Description: TL: B LC: 2 Ammob.5 lb. Damage:441 pi: Acc4 Range: 180/1900         Rc : 15 shots 20:1(3) 157 lb lk::37 lc lb::37 lb lk::37 lb lb::37 lb::37 lb lb::37 lb lb::37 lb::37 lb::37 lb::37 lb::37 lb::37 lb::37 lb::37 lb::3	1	_	80	3 lb
1       Backpack, Small       960       43 lb         Per Unit - Cost: 600, Weight: 3 lb       Contents - Cost: 900, Weight: 3 lb       300       20 lb         Description: TL: 1 Notes: Basic grupment for Carpentry skill.       300       20 lb         Description: TL: 1 Notes: Basic grupment for Carpentry skill.       600       20 lb         Description: TL: 5 Notes: Basic grupment for Carpentry skill.       600       20 lb         Description: TL: 5 Notes: Basic grupment for Carpentry skill.       600       4.4 lb         Contents - Cost: 1500, Weight: 4.4 lb       1       H&K MP7A1, 4.6x30nm       1500       4.4 lb         Description: TL: 6 LC: 2 Annoo.05 lb. Damage:44-1 pi - Acct Range:180/1900       RG-15 Shots:20-1(3) S17-FB Bukk:-9 Rel: 2 Skill:Guns (Submachine Gun)       Notes:13 lb         1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz       600       2.1 lb       Description: TL: 5 Notes: 15 lb         1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       I Calcing Victores       950       2.25 lb         1       Flashlight, Mini       10       4 oz       Description: TL: Notes: 15 beam. 1hr.       10       4 oz         1       Calcing Viches       950       2.25 lb       Per		clothing. [2] Give +1 to kicking damage (p. B271).	ncealable as	or under
Contents - Cost: 900, Weight: 40 Ib           Description: TL-1 Notes: Basic equipment for Carpentry skill.           Portable Explosives Tool Kit         600         20 Ib           Description: TL-1 Notes: Basic equipment for Explosives skill.         600         20 Ib           Description: TL-1 Notes: Basic equipment for Explosives skill.         1500         4.4 Ib           Contents - Cost: 1500, Weight: 4.4 Ib         1500         4.4 Ib           Description: TL-1 Notes: Basic equipment for Explosives skill.         1600         4.4 Ib           Description: TL-1 KLC2 Ammob.5 Ib. Damage:44-1 pi- Acc4 Range:180/1900         RoF: 15 Shots:24-1(3) ST74 Bukk: 7 RoL2 Skill.Guns (Submachine Gun)         Notes:[3]           1         Holster, Belt         667         3.55 Ib           Per Unit - Cost: 25, Weight: 3 oz         600         2.1 Ib           Description: TL-5 Notes: Fits most pitols.         610         2.1 Ib           1         Glock 22, 40 S&W (Ammunition, 15         32         11.2 oz           Cartridges)         1         Telashlight, Mini         10         4 oz           Description: TL-7 Notes: 15 beam. 1hr.         10         4 oz           Description: TL-7 Notes: 10 beam. 1hr.         10         4 oz           Description: TL-7 Notes: Store pictures on optical dis.         -         - <td>1</td> <td></td> <td>960</td> <td>43 lb</td>	1		960	43 lb
Description: TL: Notes: Basic equipment for Carpenty skill.           1         Portable Explosives Tool Kit         600         20 lb           Description: TL: Notes: Basic equipment for Explosives skill.         1         Hands         1500         4.4 lb           1         Hands         1500         4.4 lb         1         Description: TL: 8.10:2 Anno.05 lb. Damage:4d+ 1p. Acc4 Range:1801900           RoF:15 Shots:20+1(3) ST:7F bulk: 3* PcI2 Skill:Guns (Submachine Gun)         Notes: [3]         667         3.55 lb           1         Holster, Belt         667         3.55 lb           2         Contents - Cost: 42.9 weight: 3.05 lb         Description: TL:8.10:3 Anno.05 lb. Damage:2d+2 e+ Acc2 Range:160/1800           1         Glock 22, 40 S&W         600         2.1 lb           1         Description: TL:8.10:3 Anno.05 lb. Damage:2d+2 e+ Acc2 Range:160/1800         Ref.1 (l4 Very Reliable: Wort maflunction unless lack of maintenance lowers Mall. (see p. B407).           1         Glock 22, 40 S&W (Ammunition, 15         32         11.2 oz           Cartridges)         1         10         4 oz           1         Critinge: Subscription: TL:7 Notes: 15' beam. 1hr.         10         4 oz           1         Critinge: Subscription: TL:8 Notes: 15' beam. 1hr.         10         4 oz           1         Critinge: Sub		Contents - Cost: 900, Weight: 40 lb		
1         Portable Explosives Tool Kit         600         20 lb           1         Hands         1500         4.4 lb           Contents - Cost: 1500. Weight: 4.4 lb         1500         4.4 lb           1         H&K MP7A1, 4.6x30mm         1500         4.4 lb           Description: TL: 8.1C:2 Ammob.5 lb. Damage:4d+1 pi- Acc4 Range:180/1900         Rof: 15 Shots:2d+1(3) ST74 Buk/s-7 Rel:2 Skill:Guns (Submachine Gun)           Notes:[3]         Alloster, Belt         667         3.55 lb           1         Holster, Belt         667         3.55 lb           2         Contents - Cost: 642. Weight: 8 oz         600         2.1 lb           Description: TL: 5.1C: 3 Ammob.6 lb. Damage:2d+2 pi + Acc2 Range:160/1800         Rof: 3 Shots:15+1(3) ST 8 Buk/s Rol: 2 Ro	1			20 lb
1         Hands         1500         4.4 lb           1         H8K MP7A1, 4.6x30mm         1500         4.4 lb           1         H8K MP7A1, 4.6x30mm         1500         4.4 lb           1         Bescriptor: TL3 LC2 Ammo0.5 lb. Damage:4d+1 pi-Acc4 Range:180/1900         R6:15 Shots2d+1(9) ST77 Buk/s7 Rc12 Skill:Guns (Submachine Gun)           Notes;3]         1         Holster, Belt         667         3.55 lb           1         Glock 22, 40 S&W         600         2.1 lb           1         Descriptor: TL3 Notes: Fils most pistols.         1         Clock 22, 40 S&W         600         2.1 lb           1         Descriptor: TL3 Notes: Fils most pistols.         1         Clock 22, 40 S&W (Ammunition, 15         32         11.2 oz           1         Glock 22, 40 S&W (Ammunition, 15         32         11.2 oz         Cartridges)           1         Clock 22, 40 S&W (Ammunition, 15         32         11.2 oz           Cartridges)         950         2.25 lb         Per Unit - Cost: 200, Weight: 2 lb           1         Ordinary Clothes         950         2.25 lb           2         Portunit - Cost: 30, Weight: 2 lb         -         -           2         Coster 12, 00, Weight: 2 lb         -         -	1	Portable Explosives Tool Kit	600	20 lb
1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         Description::TLS Net: 24 Amr00.5 lb. Damage: 41-10 Acc: 4 Range: 1801900       Rof: 15 Shtts: 20+1(2) ST:71 Putk-37 Rct2 Skill:Guns (Submachine Gun)         Notes: [3]       1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz       600       2.11 lb         Description: TLS Notes: Fils most pistols.       600       2.11 lb         1       Glock 22, 40 S&W       600       2.11 lb         Description: TLS Notes: Fils most pistols.       1       000       2.11 lb         1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       10       4 oz         1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       10       4 oz         1       Ordinary Clothes       950       2.25 lb         Per Unit - Cost: 200, Weight: 2 b       200       200       200         1       Creatify Phose       250       4 oz         Description: TLS Notes: Stores pictures on optical disk.       80       200       200         1       Ordell Phone       250       4 oz       200       200       200       200       200	1			4.4 lb
Description: TL-8 LC2 Armon0.5 Bib. 32 mage:4d+1 pi-Acx:4 Pange:180/1900         Rof-15 Shots 20-10(5) ST-7 Husc <sup>2</sup> Rciz Skill.Guns (Submachine Gun)         Notes: [3]         1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz       Contents - Cost: 642, Weight: 305 lb         Description: TL-5 Notes: Fils most pistols.       1       Glock 22, 40 S&W       600       2.1 lb         Description: TL-5 Notes: Fils most pistols.       1       Glock 22, 40 S&W       600       2.1 lb         Notes: [4]       1       Glock 22, 40 S&W       600       2.1 lb         Notes: [4]       1       Clock 22, 40 S&W       600       2.1 lb         Notes: [4]       1       0       4 oz       2         Notes: [4]       1       0       4 oz       2         Description: TL-7 Notes: 15 beam. 1hr.       10       4 oz       2         Description: TL-7 Notes: 15 beam. 1hr.       10       4 oz       250       4 oz         Description: TL-8 Notes: Only works in some areas, \$20/month fee. 10hrs.       1       Caline Commers. 0r a long tunic, robe or dress - and suitable follower, or shirt with hose. Sind, or truesers - or a long tunic, robe or dress - and suitable follower. 20% of ozot of living; 21b.       -       -         1       Cell Phone       250 <td></td> <td></td> <td>1500</td> <td>4.4.11-</td>			1500	4.4.11-
RoF:15 Shots:20+1(3) ST:74 Bulk:-37 Rct2 Skill:Guns (Submachine Gun) Notes: [3]         1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 262, Weight: 8 oz Contents - Cost: 642, Weight: 3.05 lb       600       2.1 lb         Description: TL:5 Notes: Fils most pistols.       600       2.1 lb         Description: TL:5 Notes: Fils most pistols.       600       2.1 lb         Description: TL:5 Notes: Fils most pistols.       600       2.1 lb         Description: TL:5 Notes: Fils most pistols.       600       2.1 lb         Description: TL:5 Notes: Fils most pistols.       600       2.1 lb         Description: TL:5 Notes: T50       800       2.1 lb         Notes: [4]       1       Glock 22, .40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       10       4 oz       2         Per Unit - Cost: 200, Weight: 2 lb       950       2.25 lb       2         Per Unit - Cost: 200, Weight: 4 oz       2       250       4 oz         Description: TL:6 Notes: Stores pictures on optical disk.       1       600       -         1       Cell Phone       250       4 oz       2         Description: TL:6 Notes: Stores pictures on optical disk.       1       8 oz       2         1 <t< td=""><td>I</td><td></td><td></td><td>-</td></t<>	I			-
1       Holster, Beit       667       3.55 lb         Per Unit - Cost: 25, Weight: 3.05 lb       Contents - Cost: 642, Weight: 3.05 lb       000       2.1 lb         Description: TL-5 Moles: Fits most pistols.       600       2.1 lb         Description: TL-6 LC:3 Ammo:0.6 lb. Damage:2d+2 pit Acc:2 Range:160/1800       RoF:3 Shot:15-1(1) ST-8 Bukz-2 Rci 25kil/Lows (Ptst0) Notes:4(1) [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407).         Notes: (4)       1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       Flashlight, Mini       10       4 oz         Description: TL-7. Notes: 15 beam. 1hr.       10       4 oz         Description: TL-7. Notes: 15 beam. 1hr.       10       4 oz         Description: TL-7. Notes: 15 beam. 1hr.       10       4 oz         Description: TL-7. Notes: 15 beam. 1hr.       10       4 oz         Description: TL-7. Notes: 15 beam. 1hr.       10       4 oz         Description: TL-8 Notes: Stores pictures or a long tunic, robe or dress - and suitable footware. 20% of ocsof of living: 20%.       4 oz         Description: TL-8 Notes: With throat mike. 1-mile range: 12hrs.       1       Cell Phone       250       4 oz         Description: TL-8 Notes: With throat mike. 1-mile range: 12hrs.       100       3.5 lb       Per Unit - Cost: 50,		RoF:15 Shots:20+1(3) ST:7† Bulk:-3* RcI:2 Skill:Guns ( Notes:[3], [3] Accessory rail (p. 161).		
Per Unit - Cost: 25, Weight: 3.05 lb         Description: TL:5 Notes: File most pistols.         1       Glock 22, .40 S&W         600       2.1 lb         Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800         ReFiable. Won't malunction unless lack of maintenance lowers Malf. (see p. B407).         Notes: [4]         1       Glock 22, .40 S&W (Ammunition, 15         32       11.2 oz         Cartridges)       1         1       Glock 22, .40 S&W (Ammunition, 15         32       11.2 oz         Cartridges)       950         1       Flashlight, Mini         10       description: TL:7. Notes: 15' beam. 1hr.         1       Ordinary Clothes         950       2.25 lb         Per Unit - Cost: 200, Weight: 4 oz         Description: TL:0 Notes: Only works in some areas, \$20/month fee. 10hrs.         1       Cell Phone         250       4 oz         Description: TL:8 Notes: Stores pictures on optical disk.         1       Mini-Camera, Digital         500       8 oz         Description: TL:8 Notes: Stores pictures on optical disk.         1       Radio, Headset         500       8 oz         Description: TL:8 Notes: St	1		667	3.55 lb
Description: TL:5 Notes: Fits most pistols.         1       Glock 22, 40 S&W       600       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 mallunction unless lack of maintenance lowers Malf. (see p. B407).       Notes: [4]         1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       Flashlight, Mini       10       4 oz         Description: TL:7 Notes: 15' beam. 1hr.       10       4 oz         1       Ordinary Clothes       950       2.25 lb         Per Unit - Cost: 200. Weight: 4 oz       0       0       0         0       Description: TL:8 Notes: Tab       0       4 oz         0       Description: TL:8 Notes: Stores pictures on ptical disk.       1       Mini-Camera, Digital       500       -         1       Radio, Headset       500       8 oz       Description: TL:8 Notes: Stores pictures on optical disk.       1         1       Pubt: - Cost: 50, Weight: 1.5 lb       0       100       3.5 lb         2       Description: TL:8 Notes: Bett and suspenders with pouches and rings for gear.       1       PDW, 4.6mm (Ammunition)       10       8 oz         1		Per Unit - Cost: 25, Weight: 8 oz		
1       Glock 22, 40 S&W       600       2.1 lb         Description: TL-5 LC:3 Ammot.0 6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800         RoF:3 Shots:15-1(3) ST-8 Bulk-2 Rol:2 Skill:Guns (Pistol) Notes:[4],[4] Very         1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Notes: [4]       1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       Flashlight, Mini       10       4 oz         Description: TL-7 Notes: 15 beam. 1hr.       10       4 oz         Description: TL-7 Notes: 15 beam. 1hr.       10       4 oz         Description: Core complete outifi, ranging in quality from castoff rags to designer       fastions, dapending on Status. At minimum: undergaments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footware. 20% of cost of living; 2lbs.         1       Cell Phone       250       4 oz         Description: TL-8 Notes: Only works in some areas, \$20/month fee, 10hrs.       1         1       Mini-Camera, Digital       500       -         1       Cell Phone       250       4 oz         Description: TL-8 Notes: With throat mike, 1-mile range, 12hrs.       1       Web Gear       100       3.5 lb         1       Mini-Camera, Digital       100       3.5 lb       2				
RoF-3 Shots:15-1(3) ST:8 Bulk-2 RoI2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable: Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). Notes: [4]         1       Glock 22, .40 S&W (Ammunition, 15       32       11.2 oz Cartridges)         1       Flashlight, Mini       10       4 oz Description: TL:7 Notes: 15' beam. 1hr.         1       Ordinary Clothes       950       2.25 lb         Per Unit - Cost: 200, Weight: 2 lb       0       200         Contents - Cost: 750, Weight: 4 oz       0       0         Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunci, blouse, or shirt with hose, skift, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.         1       Cell Phone       250       4 oz Description: TL:8 Notes: Only works in some areas, \$20/month fee, 10hrs.         1       Mini-Camera, Digital       500       - Description: TL:8 Notes: Stores pictures on optical disk.         1       Radio, Headset       500       8 oz Description: TL:8 Notes: Stores pictures on optical disk.         1       Web Gear       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       100       3.5 lb         Contents - Cost: 50, Weight: 2 lb       100       3.5 lb         Description: TL:8 Notes: Hum Asuspenders with pouches and rings	1	Glock 22, .40 S&W		
Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. Ba07).         Notes: [4]         1       Glock 22, .40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)         1       Flashlight, Mini       10       4 oz         Description: TL:7 Notes: 15 beam. 1hr.       10       4 oz         1       Ordinary Clothes       950       2.25 lb         Per Unit - Cost: 200, Weight: 2 to       Contents - Cost: 750, Weight: 4 oz       Description: One complete outift, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergaments, 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       Cell Phone       250       4 oz         Description: TL:8 Notes: Stores pictures on optical disk.       1       Radio, Headset       500       8 oz         Description: TL:8 Notes: Stores pictures on optical disk.       100       3.5 lb       2.5 lb         1       Web Gear       100       3.5 lb       2.5 lb         1       Per Unit - Cost: 50, Weight: 2 lb       100       3.5 lb         1       Description: TL:8 Notes: Bell and suspenders with pouches and rings for gear.       1       2.7 ls         1       PDW, 4.6mm (Ammunitition)       10       8 oz<				
1       Glock 22, 40 S&W (Ammunition, 15       32       11.2 oz         Cartridges)       1       Flashlight, Mini       10       4 oz         Description: TL:7 Notes: 15 beam. thr.       1       Ordinary Clothes       950       2.25 lb         Per Unit - Cost: 200, Weight: 2 tb       Contents - Cost: 750, Weight: 4 oz       0       0       0.52 cost: 750, Weight: 4 oz         Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergamments, plus a tunic, bouse, or shirt with hose, skift, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.       1       Cell Phone       250       4 oz         Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.       1       Mini-Camera, Digital       500       8 oz         Description: TL:8 Notes: Stores pictures on optical disk.       1       Radio, Headset       500       8 oz         Description: TL:8 Notes: Stores pictures on optical disk.       1       0       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       100       3.5 lb         Contents - Cost: 50, Weight: 2 lb       0       1 lb         Description: TL:0 CC4, Mode: thrown Dam:thr imp Acc:0 Range: 50.8571.5       50.8711.5         RoF:1 Shots:7(1) ST:6 Bulk:2], Mode:swing Damsw-2 cut Reach:C, 1 Parry-1 ST 56 Kilkrinfe       Notes: [1] Conselab		Reliable. Won't malfunction unless lack of maintenance B407).		
Description: TL:7 Notes: 15' beam. 1hr.       1     Ordinary Clothes     950     2.25 lb       Per Uht - Cost: 200, Weight: 2 lb     Contents - Cost: 750, Weight: 4 oz     Description: One complete outift, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergaments, 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; 2bs.       1     Cell Phone     250     4 oz       Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.     1       1     Mini-Camera, Digital     500     -       Description: TL:8 Notes: Stores pictures on optical disk.     1     Radio, Headset     500     8 oz       Description: TL:6 Notes: With throat mike. 1-mile range. 12hrs.     100     3.5 lb       1     Web Gear     100     3.5 lb       Per Unit - Cost: 50, Weight: 1.5 lb     Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.       1     PDW, 4.6mm (Ammunition)     10     8 oz       Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST'0.8/ST'1.5 RoF:1 Shdts:T(1) ST:6 Bulk:2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife       Notes: [11]     Totals:     9357     77.2 lb       Qty     ecombat *     Cost Weight       1     Armor     4680     20 lb       Contents - Cost: 4680, Weight: 20 lb     1<		Glock 22, .40 S&W (Ammunition, 15 Cartridges)		
1       Ordinary Clothes       950       2.25 lb         Per Unit - Cost: 200, Weight: 2 lb       Contents - Cost: 750, Weight: 4 oz         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; 21bs.         1       Cell Phome       250       4 oz         Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.       –         1       Mini-Camera, Digital       500       –         Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.       –       –         1       Radio, Headset       500       8 oz         Description: TL:8 Notes: Belt and suspenders with pouches and rings for gear.       1       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       Contents - Cost: 50, Weight: 2.1 b       100       8 oz         1       Large Knife       40       1 lb       Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.         1       PDW, 4.6mm (Ammunition)       10       8 oz       1         1       Large Knife       40       1 lb         Description: TL:6 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST:0.8/ST:1.6 Scill:Knife       Notes: [1] Stris Bitk:2.2], [Modes:win	1		10	4 oz
Per Unit - Čost: 200, Weight: 2 lb         Contents - Cost: 750, Weight: 4 oz         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, skift, or trousers - or a long tunic, robe or dress - and suitable tootwear. 20% of cost of living; 2lbs.         1       Cell Phone       250       4 oz         Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.       1       Mini-Carmera, Digital       500       -         Description: TL:8 Notes: Stores pictures on optical disk.       1       Radio, HeadSet       500       8 oz         Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.       100       3.5 lb         1       Web Gear       100       3.5 lb         Per Unit - Cost: 50, Weight: 1.5 lb       100       8 oz         Description: TL:0 L0:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5       Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]       Notes: [1] Conceatable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: trues         1       Advanced Body Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       1       Advanced Body Armor       4600       17 lb         Description: TL:8	1	Ordinary Clothes	950	2.25 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       Cell Phone       250       4 oz         Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.       1       Mini-Camera, Digital       500       -         Description: TL:8 Notes: Stores pictures on optical disk.       1       Radio, HeadSet       500       8 oz         Description: TL:8 Notes: Stores pictures on optical disk.       1       0       3.5 lb         1       Web Gear       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       0       8 oz         1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST'0.8/ST*1.5       RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C; 1 Pary:-1 ST:6 Skill:Knife         Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]       Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1]       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       1       Advanced Body Armor       4680       1				
1       Cell Phone       250       4 oz         Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.       1       Mini-Camera, Digital       500       -         1       Maini-Camera, Digital       500       8 oz       -       -         Description: TL:8 Notes: Stores pictures on optical disk.       1       Radio, Headset       500       8 oz         Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.       100       3.5 lb       Per Unit - Cost: 50, Weight: 2 lb         Contents - Cost: 50, Weight: 1.5 lb       Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.       1       Agge Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5       RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1       ST:6 Skill:Knife       Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]       Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1]       Totals:       9357       77.2 lb         Cty       combat >       Cost       Weight         1       Armor       4680       20 lb         1       Advanced Body Armor       4600       17 lb         Description: TL:5 LC:2 DR:35/s' Location:torso Notes:[1] Concealable as or under clothing.[5] Use the lower DR versus crush		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	s, plus a tunic	, blouse, or
1       Mini-Camera, Digital       500       -         Description: TL-8 Notes: Stores pictures on optical disk.       1       Radio, Headset       500       8 oz         Description: TL-8 Notes: With throat mike. 1-mile range. 12hrs.       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       100       3.5 lb         Contents - Cost: 50, Weight: 1.5 lb       Description: TL-6 Notes: Belt and suspenders with pouches and rings for gear.         1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL-6 Notes: Bell and suspenders with pouches and rings for gear.       100       8 oz         1       Large Knife       40       1 lb         Description: TL-6 Notes: Bell and suspenders with pouches and rings for gear.       100       8 oz         1       Large Knife       40       1 lb         Description: TL-6 Notes: Bellik:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Pary:-1 S       8 not the second t	1		250	4 oz
Description: TL:8 Notes: Stores pictures on optical disk.         1       Radio, Headset       500       8 oz         Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       000       3.5 lb         Contents - Cost: 50, Weight: 1.5 lb       Description: TL-6 Notes: Belt and suspenders with pouches and rings for gear.         1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5       RoF:1 Shots:T(1) ST-6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1         ST-6 Skill:Knife), [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST-6 Skill:Knife       Notes: [1]         Totals:       9357       77.2 lb         Qty       « combat »       Cost       Weight         1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:forso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: teet       1500       4.4				Ohrs.
1       Radio, Headset       500       8 oz         Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs.       1       Web Gear       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       0       3.5 lb       0       3.5 lb         Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.       1       0       8 oz         1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5       RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1         ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife       Notes: [1]         Totals:       9357       77.2 lb         Qty       combat >       Cost       Weight         1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5 Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: teet       1500       4.4	1			-
1       Web Gear       100       3.5 lb         Per Unit - Cost: 50, Weight: 2 lb       Contents - Cost: 50, Weight: 1.5 lb       Description: T.L6 Notes: Belt and suspenders with pouches and rings for gear.         1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:570.8/ST'1.5       RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Party:-1         ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Party:-1 ST:6 Skill:Knife       Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1]       Totals:       9357       77.2 lb         Qty       combat >       Cost       Weight         1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       0       1         1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       1         1       Boots       80       3 lb       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: treet       1500       4.4 lb         1 </td <td>1</td> <td></td> <td></td> <td>8 oz</td>	1			8 oz
Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 50, Weight: 1.5 lb Description: TL:6 Notes: Belt and suspenders with pouches and rings for gear.         1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife         Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]       Totals:       9357       77.2 lb         Qty       « combat »       Cost       Weight         1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       0       17 lb         1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       1         1       Boots       80       3 lb       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: treet       1500       4.4 lb         1       Hands       1500       4.4 lb       1         1       Hads       1500       4.4 lb       200				0.5.1
1       PDW, 4.6mm (Ammunition)       10       8 oz         1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:570.8/ST'1.5       RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1         ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife       Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1]       Totals:       9357       77.2 lb         Qty       « combat »       Cost       Weight         1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       0       1         1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       1         1       Boots       80       3 lb       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: teet       1         1       Hands       1500       4.4 lb       1         Contents - Cost: 1500, Weight: 4.4 lb       1500       4.4 lb       1         Notes: [3]       13 Accessory rail (p. 161). Notes: [3]       14.4 lb <t< td=""><td>1</td><td>Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 50, Weight: 1.5 lb</td><td></td><td></td></t<>	1	Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 50, Weight: 1.5 lb		
1       Large Knife       40       1 lb         Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5       RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:0; 1 Parry:-1         ST:6 Skill:Knife), [Mode:thrust Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5         Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]         Notes: [1]         Totals: 9357 77.2 lb         Qty « combat »         Cost Weight         1       Armor         Cost Weight         1       Advanced Body Armor         4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only.         Location: torso       80       3 lb         1       Boots       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271).       Location: torso         1       Hands       1500       4.4 lb         Contents - Cost: 1500, Weight: 4.4 lb       1500       4.4 lb         1       Haxds       1500       4.4 lb         1       Haxds <td< td=""><td>- 1</td><td></td><td></td><td></td></td<>	- 1			
Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5         RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:0,1 Parry:-1         ST:6 Skill:Knife), [Mode:thrust Dam:thr imp Reach:0 Parry:-1 ST:6 Skill:Knife         Notes: [1]         Totals:       9357         77.2 lb         Qty       « combat »         Cost       Weight         1       Armor         Advanced Body Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       0       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: teet       1500       4.4 lb         1       Hands       1500       4.4 lb         1       Hands       1500       4.4 lb         1       HaK MP7A1, 4.6x30mm       1500       4.4 lb         1       H&K MP7A1, 9.1(3) ST:7† Bulk:-3* Rc!2 Skill:Guns (Submachine Gun) Notes: [3]       160:7       3.55 lb         1       Holster, Belt       667       3.55 lb         1       Holster, Belt       667       3.55 lb <td></td> <td></td> <td></td> <td></td>				
RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1         ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife         Notes: [1]         Totals:       9357         77.2 lb         Qty       combat >         Cost       Weight         1       Armor         Cost       Weight         1       Advanced Body Armor         4680       20 lb         Contents - Cost: 4680, Weight: 20 lb         1       Advanced Body Armor         4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only.         Location: torso       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271).         Location: teet       1500       4.4 lb         1       Hands       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         D				-
Totals:       9357       77.2 lb         Qty       Cost       Weight         1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       4680       20 lb         1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso       80       3 lb         1       Boots       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: torso       1500       4.4 lb         1       Hands       1500       4.4 lb       1500       4.4 lb         1       Hax       MP7A1, 4.6x30mm       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         0       Bocrists :20+1(3) ST:7t Bulk:3* Rc!:2 Skill:Guns (Submachine Gun) Notes:[3], [3] Accessory rail (p. 161). Notes: [3]       667       3.55 lb         1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 642, Weight: 3.05 lb       55       56		RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Par Notes: [1] Can be thrown. See Muscle Powered Ranged	cut Reach:C, ry:-1 ST:6 Sk	1 Parry:-1 ill:Knife
1       Armor       4680       20 lb         Contents - Cost: 4680, Weight: 20 lb       Contents - Cost: 4680, Weight: 20 lb       1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only.       1       Location: torso         1       Boots       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271).       Location: teet         1       Hands       1500       4.4 lb         Contents - Cost: 1500, Weight: 4.4 lb       1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         1       Haxds       1500       4.4 lb       1500       8.1 lb       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb       1500       8.0 lb       1500       4.4 lb       1500       8.0 lb       1500       1.4 lb       1500       1.4 lb       1500       1.5 lb			9357	77.2 lb
Contents - Cost: 4680, Weight: 20 lb         1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only.       Location: torso         1       Boots       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271).       Location: torso         1       Hands       1500       4.4 lb         1       Hands       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         0       Description: TL:8 LC:2 Ammo:0.5 lb. Damage:4d+1 pi- Acc:4 Range:180/1900       RoF:15 Shots:20+1(3) ST:77 Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun)         Notes:[3]       [3] Accessory rail (p. 161).       Notes:[3]       667       3.55 lb         1       Holster, Belt       667       3.55 lb       Per Unit - Cost: 25, Weight: 8 oz       Contents - Cost: 642, Weight: 3.05 lb				<u> </u>
1       Advanced Body Armor       4600       17 lb         Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only.       Location: torso         1       Boots       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271).       Location: teet         1       Hands       1500       4.4 lb         Contents - Cost: 1500, Weight: 4.4 lb       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         Description: TL:8 LC:2 Armo:0.5 lb. Damage:4d+1 pi-Acc:4 Range:180/1900       RoF:15 Shots:20+1(3) ST:74 Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun)         Notes:[3], [3] Accessory rail (p. 161).       Notes:[3]       1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz       Contents - Cost: 642, Weight: 3.05 lb       15       15       15	1	-	4680	20 lb
Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1] Concealable as or under clothing. [5] Use the lower DR versus crushing attacks only. Location: torso         1       Boots       80       3 lb         Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet       1         1       Hands       1500       4.4 lb         Contents - Cost: 1500, Weight: 4.4 lb       1       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         1       H&K MP7A1, 4.6x30mm       1500       4.4 lb         1       Holster, B.C:2 Ammoi.0.5 lb. Damage:4d+1 pi-Acc:4 Range:180/1900       RoF:15 Shots:20+1(3) ST:7T Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun)         Notes:[3]       1       Holster, Belt       667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz       Contents - Cost: 642, Weight: 3.05 lb       5	1		4600	17 lb
1         Boots         80         3 lb           Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet         1         Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet         1         1500         4.4 lb           1         Hands Contents - Cost: 1500, Weight: 4.4 lb         1         1500         4.4 lb           1         H&K MP7A1, 4.6x30mm         1500         4.4 lb           0         Description: TL:8 LC:2 Ammo:0.5 lb. Damage:4d+1 pi- Acc:4 Range:180/1900 RoF:15 Shots:20+1(3) ST:77 Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun) Notes:[3], [3] Accessory rail (p. 161). Notes: [3]         1           1         Holster, Belt Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 642, Weight: 3.05 lb         667         3.55 lb		Description: TL:8 LC:2 DR:35/5* Location:torso Notes:[1 under clothing. [5] Use the lower DR versus crushing att	] Concealabl	
Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet         1       Hands         1       HAnds         1       H&X MP7A1, 4.6x30mm         1       H&K MP7A1, 4.6x30mm         1       Holster, BLC:2 Ammoi.0.5 lb. Damage:4d+1 pi-Acc:4 Range:180/1900         RoF:15 Shots:20+1(3) ST:7T Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun)         Notes:[3], [3] Accessory rail (p. 161).         Notes: [3]         1       Holster, Belt         667       3.55 lb         Per Unit - Cost: 25, Weight: 8 oz         Contents - Cost: 642, Weight: 3.05 lb	1	_	80	3 lb
1         Hands Contents - Cost: 1500, Weight: 4.4 lb         1500         4.4 lb           1         H&K MP7A1, 4.6x30mm         1500         4.4 lb           1         B&K MP7A1, 4.6x30mm         1500         4.4 lb           Description: TL:8 LC:2 Ammo:0.5 lb. Damage:4d+1 pi- Acc:4 Range:180/1900 RoF:15 Shots:20+1(3) ST:7† Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun) Notes:[3], [3] Accessory rail (p. 161). Notes: [3]         1           1         Holster, Belt Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 642, Weight: 3.05 lb         667         3.55 lb		Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Co clothing. [2] Give +1 to kicking damage (p. B271).		
1         H&K MP7A1, 4.6x30mm         1500         4.4 lb           Description: TL:8 LC:2 Ammo:0.5 lb. Damage:4d+1 pi- Acc:4 Range:180/1900         RoF:15 Shots:20+1(3) ST:7† Bulk:-3* Rol:2 Skill:Guns (Submachine Gun)           Notes: [3]         Notes: [3]           1         Holster, Belt         667         3.55 lb           Per Unit - Cost: 25, Weight: 8 oz         Contents - Cost: 642, Weight: 3.05 lb         15	1	Hands	1500	4.4 lb
Description: TL:8 LC:2 Ammo:0.5 lb. Damage:4d+1 pi- Acc:4 Range:180/1900           RoF:15 Shots:20+1(3) ST:7† Bulk:-3* Rcl:2 Skill:Guns (Submachine Gun)           Notes: [3], [3] Accessory rail (p. 161).           Notes: [3]           1         Holster, Belt           667         3.55 lb           Per Unit - Cost: 25, Weight: 8 oz           Contents - Cost: 642, Weight: 3.05 lb	1		1500	4.4 lb
1 Holster, Belt 667 3.55 lb Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 642, Weight: 3.05 lb		Description: TL:8 LC:2 Ammo:0.5 lb. Damage:4d+1 pi- A RoF:15 Shots:20+1(3) ST:7† Bulk:-3* Rcl:2 Skill:Guns ( Notes:[3], [3] Accessory rail (p. 161).	cc:4 Range:1	80/1900
Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 642, Weight: 3.05 lb	1		667	3.55 lb
Contents - Cost: 642, Weight: 3.05 lb	1	Per Unit - Cost: 25, Weight: 8 oz	007	0.00 10

Qty		Cost	Weight
1	Holster, Belt	667	3.55 lk
1	Glock 22, .40 S&W	600	2.1 lk
	Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc RoF:3 Shots:15+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol)		
	Reliable. Won't malfunction unless lack of maintenance low		
	B407).	ioro man. (	(000 p.
	Notes: [4]		
1	Glock 22, .40 S&W (Ammunition, 15	32	11.2 oz
	Cartridges)		
1	Flashlight, Mini	10	4 oz
	Description: TL:7 Notes: 15' beam. 1hr.		
1	Ordinary Clothes	950	2.25 lb
	Per Unit - Cost: 200, Weight: 2 lb		
	Contents - Cost: 750, Weight: 4 oz		
	Description: One complete outfit, ranging in quality from castof fashions, depending on Status. At minimum: undergarments, p		
	shirt with hose, skirt, or trousers - or a long tunic, robe or dress		
	footwear. 20% of cost of living; 2lbs.		
1	Cell Phone	250	4 oz
	Description: TL:8 Notes: Only works in some areas, \$20/mc		Uhrs.
1	Mini-Camera, Digital	500	_
4	Description: TL:8 Notes: Stores pictures on optical disk.	FOO	0
1	Radio, Headset	500	8 oz
1	Description: TL:8 Notes: With throat mike. 1-mile range. 12hrs. Web Gear	100	3.5 lb
	Per Unit - Cost: 50, Weight: 2 lb	100	5.5 IL
	Contents - Cost: 50, Weight: 1.5 lb		
	Description: TL:6 Notes: Belt and suspenders with pouches an		
1	PDW, 4.6mm (Ammunition)	10	8 oz
1	Large Knife	40	1 lb
	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 R		
	RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-	Reach:C,	1 Parry:-1
	Notes: [1] Can be thrown. See Muscle Powered Ranged W		
	Notes: [[1]	1.1	
	Totals:	8397	34.2 lk
	SCRATCH PAD		
	SCHATCH PAD		
	SCHATCH PAD		
-	ITS SUMMARY		Pts
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Basic Adva	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks		Pts [60 [57
Basic Adva	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks		[ 60
Basic Adva Disac	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks dvantages, Quirks		[ 60 [ 57 [ -55
Basic Adva Disac	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks dvantages, Quirks , Techniques	Spent:	[ 60 [ 57 [ -55 [ 66
Basic Adva Disac	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks dvantages, Quirks	•	[ 60 [ 57
Basic Adva Disac Skills	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks Jvantages, Quirks , Techniques Total Points S Unspent P CAMPAIGN LOG	oints:	[ 60 [ 57 [ -55 [ 66 <b>128</b>
Basic Adva Disac Skills Poin	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks Jvantages, Quirks , Techniques Total Points S Unspent P CAMPAIGN LOG ts: (logged) 28 + (other) 0 = (to	•	[ 60 [ 57 [ -55 [ 66 <b>128</b>
Basic Adva Disac Skills Poin nitia	ITS SUMMARY Attributes, Secondary Characteristics ntages, Perks Jvantages, Quirks , Techniques Total Points S Unspent P CAMPAIGN LOG	oints: tal) 28	[ 60 [ 57 [ -55 [ 66 <b>128</b>