CHARACTER SHEET

ST	15	[50]	HP	18	[6]
DX	13	[60]	Will	13	[0]
IQ	13	[60]	Per	13	[0]
HT	14	[40]	FP	14	[0]
TL	8				[0]

- Basic Speed 7 [5]
- Basic Move 7 [0]
- BL 45 lb (ST×ST)/5
- Thr 1d+1 Sw 2d+1
- SM +0

Vision	16*	Fright Check	15†	High Jump	2.67 ft
Hearing	13	Consciousness	14	Money	9690
Touch	13	Death Check	14		
Taste/Smell	13	Broad Jump	3.67 yd		

* Includes: +3 from 'BIO: Ocular Adaptability 2'
† Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +1*
   * Includes: +1 from 'Appearance'

Status: +0

Other: -2†
   † Includes: -2 from 'Bully'; Conditional: -1 from 'Odious Personal Habit (Arrogant)' when people notice your problem, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

LANGUAGES

Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Experiment *(Monster Hunters)* {p. MH1:11}	[0]

Description: You're human . . . just not, technically, 100% human. They reengineered every part of you - or, alternatively, grew you from scratch - using the latest biotechnology. Now you're faster, stronger, and smarter than a normal human could ever hope to be, all thanks to Bioenhancement (pp. 40-42).Whether your creators were Good Guys that you still work for, or Bad Guys that you managed to escape, you now use your advanced body and mind to protect humanity.

Name	Pts
Law Enforcement *(Monster Hunters)* {p. MH1:8}	[0]

Description: You can only work so many cases before noticing that not everything lurking in the shadows is human. Once you're 100% sure that you're facing an inhuman foe, you do your best to put it down without attracting attention. An active cop must take Legal Enforcement Powers and Duty, but this lens also fits retired cops, private investigators, and unofficially sanctioned vigilantes.

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Appearance (Attractive) {p. B21}	[4]
BIO: Adrenal-Muscular Trigger 11 {p. MH1:41}	[22]
BIO: Neural Computational Matrix 2 {p. MH1:42}	[15]
BIO: Ocular Adaptability 2 {p. MH1:42}	[23]
Bioenhancement Talent 2 {p. MH1:42}	[10]
Combat Reflexes {p. B43}	[15]
Contact Group *(Secret Organization HQ)* **(Effective Skill 12)** (9 or less, *1; Somewhat Reliable, *1) {p. B44}	[5]
Danger Sense {p. B47}	[15]
Roll to sense danger: 13 (Per)	
Dual Shooting *(SMG)* {p. MH1:23}	[5]
Legal Enforcement Powers 3 {p. B65}	[15]

ADVANTAGES (continued)

Name	Pts
Luck {p. B66}	[15]
Zeroed {p. B100}	[10]

PERKS

Name	Pts
Quick Reload *(Magazine)* {p. MH1:25}	[1]

DISADVANTAGES

Name	Pts
Berserk (12 or less, *1) {p. B124}	[-10]
Bloodlust (12 or less, *1) {p. B125}	[-10]
Bully (9 or less, *1.5) {p. B125}	[-15]
Fanaticism *(The Mission)* {p. B136}	[-15]
Loner (12 or less, *1) {p. B142}	[-5]
Odious Personal Habit *(Arrogant)* {p. B22}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Unusual Biochemistry {p. B160}	[-5]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX-1	[2]
Administration {p. B174}	12	IQ-1	[1]
Autohypnosis {p. B179}	13	Will+0	[4]
Axe/Mace {p. B208} Parry: 11	14	DX+1	[4]
Biology/TL8 (Earthlike) {p. B180}	13	IQ+0	[8]
Body Control {p. B181}	14	HT+0	[8]
Chemistry/TL8 {p. B183}	13	IQ+0	[4]
Computer Hacking/TL8 {p. B184}	12	IQ-1	[4]
Computer Operation/TL8 {p. B184}	13	IQ+0	[1]
Computer Programming/TL8 {p. B184}	13	IQ+0	[4]
Disguise/TL8 (Human) {p. B187}	12	IQ-1	[1]
Driving/TL8 (Automobile) {p. B188}	12	DX-1	[1]
Escape {p. B192}	12	DX-1	[2]
First Aid/TL8 (Human) {p. B195}	13	IQ+0	[1]
Forced Entry {p. B196}	14	DX+1	[2]
Guns/TL8 (Submachine Gun) {p. B198}	14	DX+1	[2]
Hidden Lore (Demons) {p. MH1:16}	14	IQ+1	[4]
Holdout {p. B200}	12	IQ-1	[1]
Judo {p. B203} Parry: 10	13	DX+0	[4]
Karate {p. B203} Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 10	13	DX+0	[4]
Knife {p. B208} Parry: 10	15	DX+2	[4]
Law (Criminal) {p. B204}	12	IQ-1	[2]
Lip Reading {p. B205}	12	Per-1	[1]
Liquid Projector/TL8 (Flamethrower) {p. B205}	14	DX+1	[2]
Observation {p. B211}	12*	Per-1	[1]
Occultism {p. B212}	13	IQ+0	[2]
Research/TL8 {p. B217}	12	IQ-1	[1]
Search {p. B219}	13*	Per+0	[2]
Stealth {p. B222}	13	DX+0	[2]
Streetwise {p. B223}	13	IQ+0	[2]
Tactics {p. B224}	12	IQ-1	[2]
Theology (Abrahamic) {p. MH1:11}	12	IQ-1	[2]
Weird Science {p. B228}	12	IQ-1	[4]

* Conditional: +3 from 'BIO: Ocular Adaptability 2' when spotting hidden clues or objects

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite Skill used: DX	13	–	1d cr	C	–	–	–	
Karate: Punch Skill used: Karate	13	10	1d+1 cr	C	–	–	–	
Karate: Kick Skill used: Karate-2	11	–	1d+2 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Axe Skill used: Axe/Mace	14	11U	2d+3 cut	1	11	4	4	
Large Knife: Swing Skill used: Knife	15	10	2d-1 cut	C,1	6	1	4	
Large Knife: Thrust Skill used: Knife	15	10	1d+1 imp	C	6	1	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Backpack Flamethrower Skill used: Liquid Projector (Flamethrower)	14	3d burn	–	40 yd	Jet	10	10†	-7	–	50	–	[3, 4]
Large Knife: Thrown Skill used: DX-4	9	1d+1 imp	–	12 yd / 23 yd	1	T(1)	6	-2	–	1	4	
SMG, 9mm Skill used: Guns (Submachine Gun) Usernotes: Extra-Powerful Standart Ammo	14	3d pi	4	170 yd / 1.08 mi	13	30+1(3)	8†	-4	2	12	–	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
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.*

SLAM TABLE

1	2	3–5	6–8
1d-3	1d-2	1d-1	1d

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	11*	
Judo	DX	DX	None	

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

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	10	_____
Hands	7	_____
Legs	10	_____
Feet	7	_____
Bonus DR: 0		
Bonus DB: 0		

Notes:

* Includes: +1 from 'Combat Reflexes'

FP
14 13 12 11 10
9 8 7 6 5
4 3 2 1

0 FP
0 -1 -2 -3 -4
-5 -6 -7 -8 -9
-10 -11 -12 -13

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

HP
18 17 16 15 14
13 12 11 10 9
8 7 6 5 4
3 2 1

0 HP
0 -1 -2 -3 -4
-5 -6 -7 -8 -9
-10 -11 -12 -13 -14
-15 -16 -17

-1×HP
-18 -19 -20 -21 -22
-23 -24 -25 -26 -27
-28 -29 -30 -31 -32
-33 -34 -35

-2×HP
-36 -37 -38 -39 -40
-41 -42 -43 -44 -45
-46 -47 -48 -49 -50
-51 -52 -53

-3×HP
-54 -55 -56 -57 -58
-59 -60 -61 -62 -63
-64 -65 -66 -67 -68
-69 -70 -71

-4×HP
-72 -73 -74 -75 -76
-77 -78 -79 -80 -81
-82 -83 -84 -85 -86
-87 -88 -89

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP or less: Immediate death.

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	_Basic Gear: Bandages, Cigarette Lighter, Duct Tape, Flashlight, Mirror, Multi-Tool, Notebook, Pencil, Chalk, and Wristwatch. {p. MH1:54} Description: Verbose version, for more detail on the character sheet.	100	1.5 lb
1	Axe {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace	50	4 lb
1	Large Knife {p. B272, B276} 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]‖	40	1 lb
30	SMG 9mm, Magazine {p. MH1:62} Per Unit - Cost: 29	870	–
2	SMG, 9mm {p. MH1:62} Per Unit - Cost: 1500, Weight: 6 lb Usernotes: Extra-Powerful Standart Ammo	3000	12 lb
1	Vest, Concealable {p. MH1:59} Notes: [5, 9] Location: torso	1000	2 lb
	Totals:	5060	20.5 lb

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 0   + (other) 0   = (total) 0

Initial Character Creation

09.10.2012: 0 pts

POINTS SUMMARY

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[221]
Advantages, Perks	[160]
Disadvantages, Quirks	[-70]
Skills, Techniques	[89]
Total Points Spent:	**400**
Unspent Points:	0