



Name: Ivan Dolkov
 Race: Human
 Appearance: VETERAN + RIFLEMAN + STALKER + BRIEFING = \$36'000 + \$3600 / DAY

Player: Spent: 360
 Ht: Wt: Age: Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 7 [0]
DX 14 [80]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 12 [5]	BL 29 lb (ST×ST)/5
HT 14* [40]	FP 14 [0]	Thr 1d-1 Sw 1d+2

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 15*
Hearing 12	Fright Check 13†	High Jump 2.67 ft
Touch 12	Consciousness 15*	Broad Jump 3.67 yd

* +1 from 'Fit'

† +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60 **FP** 4, 0, -14

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
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
Dodge	11	10	9	8	7

SLAM TABLE			
Mvmt.	1-2	3-4	5-8
Dmg.	1d-3	1d-2	1d-1



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	1d-2 cr	C	-	-	
Brawling: Bite	14	-	1d-2 cr	C	-	-	
Brawling: Kick	12	-	1d-1 cr	C,1	-	-	
Multi-Tool: Swing	14	10	1d cut	C,1	5	4	
Multi-Tool: Thrust	14	10	1d-1 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
ARGES HG 86	13	3d-1 cr ex [2d]	-	42 yd	-	-	-	-	-	2	[2]
H&K USP, .40 S&W	18	2d+2 pi+	2	160 yd / 1.02 mi	3	13+1(3)	9	-2	2	3	[4, 6]
Izhmash AK-47, 7.62x39mm	20	5d+1 pi	4	500 yd / 1.76 mi	10	30(3)	9†	-5	2	2	
Multi-Tool	10	1d-1 imp	-	6 yd / 12 yd	1	T(1)	5	-1	-	4	
Schermuly Stun	13	HT-5 aff 10 yd	-	42 yd	-	-	-	-	-	2	[2]

PARRY		PARRY		BLOCK		DODGE		OTHER	
11*	11*	9*	11*						
Brawling	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	-	Groin	12/5*	0	-	-
Neck	0	0	-	-	Arms	0	0	7	-
Skull	14	0	-	-	Hands	0	0	5	-
Face	0	0	-	-	Legs	0	0	7	-
Torso	12/5*	0	-	-	Feet	3/2	0	5	-

* +1 from 'Combat Reflexes'

TECHNIQUES			
Name	Level	Relative	Pts
Quick-Shot/TL8 (Guns (Rifle))	20*	def+6	[3]
Targeted Attack/TL8 (Guns (Rifle)/Vitals)	19	def+2	[3]

* +3 from 'Gunslinger'

ADVANTAGES	
Name	Pts
Area of Operation (Accented) (p. B24)	[4]
Born Soldier 3 (p. MA:FC17, SV15, PU3:12)	[15]
Combat Reflexes (p. B43)	[15]
Culture (Area of Operations) (p. B23)	[1]
English (Native; Native Language) (p. B24)	[0]
Fit (p. B55)	[5]
Gunslinger (Gun Rack: Guns (Rifle) Only) (p. B58)	[15]

ADVANTAGES (continued)	
Name	Pts
High Pain Threshold (p. B59)	[10]
Roll to ignore pain: 14 (Will+3)	
Luck (p. B66, P59)	[15]
Reputation +1 (Revolutionaries; All the time; Small class) (p. B27)	[1]
Signature Gear 1 (A Rifle with Accessories) (p. B85)	[1]
Stalker 6 (p. wiki)	[36]
Western (Native) (p. B23)	[0]

PERKS	
Name	Pts
Filmsy Cover (p. GF19)	[1]
Quick Reload (Magazine) (p. wiki)	[1]
Tracer Eyes (p. GF22)	[1]
Walking Armory (p. wiki)	[1]
Weapon Bond (Guns (Rifle)) (p. F132, HT250, MA53, PU2:9, DF1:14)	[1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Area of Operations)	11	IQ+0	[1]
Brawling	14	DX+0	[1]
Parry: 11			
Camouflage	17*	IQ+6	[1]
Cartography/TL8	12	IQ+1	[4]
Climbing	13	DX-1	[1]
Current Affairs/TL8 (Area of Operations)	11	IQ+0	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Driving/TL8 (Automobile)	13	DX-1	[1]
Electronics Operation/TL8 (Communications)	10	IQ-1	[1]
Explosives/TL8 (Demolition)	10	IQ-1	[1]
Fast-Draw/TL8 (Ammo)	15†	DX+1	[1]
Fast-Draw (Long Arm)	15†	DX+1	[1]
Fast-Draw (Pistol)	15†	DX+1	[1]
First Aid/TL8 (Human)	11	IQ+0	[1]
Forced Entry	14	DX+0	[1]
Gesture	11	IQ+0	[1]
dGuns/TL8 (Pistol)	18	DX+4	[1]
Guns/TL8 (Rifle)	20‡	DX+6	[20]
dGuns/TL8 (Shotgun)	18	DX+4	[1]
dGuns/TL8 (Submachine Gun)	18	DX+4	[1]
Hiking	19§	HT+5	[1]
Holdout	10	IQ-1	[1]
Knife	14	DX+0	[1]
Parry: 10			
Leadership	13¶	IQ+2	[1]
Navigation/TL8 (Land)	16§	IQ+5	[1]
Observation	11	Per-1	[1]
Savoir-Faire (Military)	14¶	IQ+3	[1]
Scrounging	15¶	Per+3	[1]
Search	11	Per-1	[1]
Soldier/TL8	13¶	IQ+2	[1]
Stealth	19§	DX+5	[1]
Survival (Arctic)	17§	Per+5	[1]
Survival (Desert)	17§	Per+5	[1]
Survival (Island/Beach)	17§	Per+5	[1]
Survival (Jungle)	18§	Per+6	[2]
Survival (Mountain)	17§	Per+5	[1]
Survival (Plains)	17§	Per+5	[1]
Survival (Woodlands)	18§	Per+6	[2]
Survival (Woodlands)	17§	Per+5	[1]
Tactics	12¶	IQ-1	[1]
Throwing	13	DX-1	[1]
Tracking	17§	Per+5	[1]
Wrestling	13	DX-1	[1]
Parry: 10			
* +6 from 'Stalker', Cond. +1 from 'Battle Dress Uniform (Jungle Camo)' when Trying to blend in with Jungle † +1 from 'Combat Reflexes'	‡ Cond. +1 from 'Weapon Bond (Guns (Rifle))' § +6 from 'Stalker'	¶ +3 from 'Born Soldier'	

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Load-Bearing Vest (Carries 20 lbs., Pistol Holster) {p. wiki}	1208	11.85 lb
1	Mirror, Pocket {p. MH1:54}	5	-
1	Notebook, Pencil, & Chalk {p. MH1:54}	2	1.6 oz
1	Radio, Hand (TL7) {p. B288} Description: TL:7 Notes: Classic "walkie-talkie." 2-mile range. 12hrs.	100	1 lb
1	Multi-Tool (TL0; Fine, +0%) {p. B272, B276} Description: A folding, Leatherman-style belt tool, that counts as improvised gear (-5) for most repairs and includes a small knife. \$50, 0.5 lb. Notes: [1]	50	8 oz
1	H&K USP, .40 S&W (TL8) {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:13+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4, 6], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malif. (see p. B407). [6] Accessory rail (p. 161). Notes: [4, 6]	770	2.3 lb
1	H&K USP, .40 S&W (5 Reloads; TL8)	160	3 lb
1	ARGES HG 86 (TL7) {p. HT193} Description: The Handgranate 86 is a small fragmentation grenade ideally suited for house-to-house combat. In 2001, the U.S. Army Special Forces used it for cave-clearing in Afghanistan. Notes: [2]	25	6.4 oz
1	Schermuly Stun (TL7) {p. HT193} Description: The Handgranate 86 is a small fragmentation grenade ideally suited for house-to-house combat. In 2001, the U.S. Army Special Forces used it for cave-clearing in Afghanistan. Notes: [2]	30	8 oz
1	Hands	0	-
1	Wrists	0	-
1	Ankles	0	-
1	Back	0	-
1	Belt	0	-
Totals:		2483	28.85 lb
Qty	Walking Armoury	Cost	Weight
1	Walking Armoury Contents - Cost: 620, Weight: 20.3 lb	620	20.3 lb
1	Izhmash AK-47, 7.62x39mm (TL7) {p. HT120} Description: TL:7 LC:2 Ammo:1.8 lb. Damage:5d+1 pi Acc:4 Range:500/3100 RoF:10 Shots:30(3) ST:9† Bulk:-5 Rcl:2 Skill:Guns (Rifle)	450	11.3 lb
5	AK-47 Magazine, 30 Cartridges, FMJ (TL7) Per Unit - Cost: 34, Weight: 1.8 lb	170	9 lb
Totals:		620	20.3 lb

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 2483, Weight: 28.85 lb	2483	28.85 lb
1	Armor Contents - Cost: 1275, Weight: 17 lb	1275	17 lb
1	Boots, Reinforced {p. wiki} Description: Concealable under clothing, or is clothing. Items without this note draw suspicion unless you're doing your job in the army, on a SWAT team, etc.: -2 to reactions! Use higher DR only vs. attacks to underside of foot. Give +1 to kicking damage. Notes: [1, 2] Location: feet	75	3 lb
1	Ballistic Helmet (TL8) {p. HT70} Description: TL:8 LC:3 DR:12 Location:skull Location: skull	250	3 lb
1	Battle Dress Uniform (Jungle Camo) (TL8) Description: Gives you +1 to Camouflage when trying to blend in in a Jungle Environment	50	3 lb
1	Assault Vest (TL8) {p. HT66} Description: TL:8 LC:2 DR:12/5* Location:torso, groin Notes:[2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin	900	8 lb
1	Load-Bearing Vest (Carries 20 lbs., Pistol Holster) {p. wiki} Per Unit - Cost: 30, Weight: 2 lb Contents - Cost: 1178, Weight: 9.85 lb Description: A cutting-edge Load-Bearing Vest. An included holster allows a Pistol (up to Bulk -2) to be fast-drawn. Can carry up to 20 lbs.	1208	11.85 lb
1	Cigarette Lighter (TL6)	10	1.6 oz
1	Duct Tape, 15 yds. {p. MH1:54} Description: Pocket-sized flat roll.	1	8 oz
1	First Aid Kit {p. MH1:56}	10	1 lb
1	Flashlight, Mini (5 yds.) {p. wiki} Description: 5 -yard beam, 10 h	10	3.2 oz
1	Flex Cuffs (TL8) Description: Kabelbinder, zu Handschellen geformt. DR 1, HP2. -1 to Escape. 10 Stück.	5	4 oz