Name: Joe 'Jolly' Rogers - Shooter/Faceman Player: Stefan Leuenberger Race: Human Ht:

Appearance:

Wt: Age:

Spent: 336 Unspent: 0

## **CHARACTER SHEET**

	חווחוור	· · ·	0.							
ST	12*	[	10]	HP	12	[	0]	Basic 7 Speed 7	[	0]
DX	16	[	120]	Will	12	[	0]	Basic 7 Move 7	[	0]
IQ	12 <sup>†</sup>	[	20]	Per	13	[	5]	BL 29 II	) (S	ST×ST)/5
нт	12	[	20]	FP	12	[	0]	Thr 1d-1	Sw 1	d+2
TL	8					[	0]	SM +0		
* Inclu	des: +1 froi	m 'Ext	ra ST'			† Include	s: +1	from 'Extra IQ'		

Vision	13	Fright Check 14*	High Jump 1.06 yd
Hearing	13	Consciousness 13†	Money 0 <sup>‡</sup>
Touch	13	Death Check 13§	
Taste/Smell	13	Broad Jump 4.33 yd	

\* Includes: +2 from 'Combat Reflexes'

† Includes: +1 from 'Hard to Subdue'
‡ Includes: +8000 from 'Shortsword (Disguised (Custom-built - Foldable Umbrella), Very Fine,
Signature Gear)', +900 from 'Assault Vest (Signature Gear)', +600 from 'Assault Vest Trauma
Plates (Signature Gear)', +450 from 'Ballistic Helmet (Signature Gear)', +200 from 'Ballistic
Helmet Visor (Signature Gear)', +400 from 'Ballistic Leggings (Signature Gear)', +200 from
'DAP (Signature Gear)', +250 from 'Gas Mask (Tt. 8)', +80 from 'Boots (Signature Gear)',
+1000 from 'Concealable Vest (Signature Gear)', +30 from 'Leather Gloves (Signature Gear)',
+200 from 'Large Tactical Light (Signature Gear)', +1500 from 'Advanced Night Sight, Add On
(Signature Gear)', +250 from 'Integral Targeting Laser (Shoulder Arm, Green, Signature
Gear)', +2250 from 'Variable-Power Scope (1.5-4.5, Signature Gear)', +12050 from 'Steyr
TMP, 9x19mm (Very Fine, Signature Gear)'
§ Includes: +1 from 'Hard to Kill' † Includes: +1 from 'Hard to Subdue

	ENG	CUMBRANC	E TABLE		
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	-	-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS					
	1-Hand	2-Hand	Shove /	Carry on	Shift
Name	Lift*	Lift <sup>†</sup>	Over‡	Back <sup>§</sup>	Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 secon			‡ Double with a		v enc

REACTION MODIFIERS
Appearance: +1*
* Includes: +1 from 'Appearance'
Status: +0

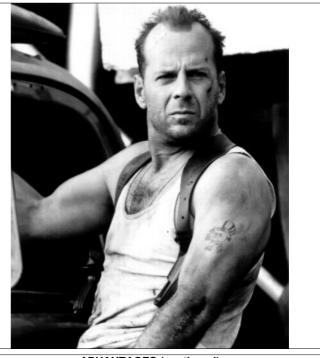
Other: +1† † Includes: +1 from 'Charisma'; Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness', +1 from 'Merchant' when buying or selling

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native) {p. B23}	[ 0]

LA	NGUAGES		
Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
Spanish {p. B24}	Broken	_	[ 1]

TEMPLATES AND META-TRAITS		
Name		Pts
Jujutsu (Martial Arts) {p. MA166}	[	0]
Description: The style described below is a purely unarmed art; bushi would study	-	- 1
it as part of a larger ryu (see Ryu, p. 12). Historical Jujutsu forms ranged from arts		
that focused on grapples and throws to "hard" styles that differed little from karate.		
This version is a mixed style that uses grappling and striking equally.		
Law Enforcement (Action) {p. A1:5}	[	0]
Description: You're a cop, retired cop, or PI.		
Shooter (Action) {p. A1:14}	ī	0]
Description: When asked what you do for a living, you've learned not to answer	•	
'Gunfighter'		

ADVANTAGES		
Name	Pts	
Appearance (Attractive) {p. B21}	[4	]



ADVANTAGES (continued)	
Name	Pts
Charisma 1 {p. B41}	5]
Combat Reflexes (p. B43)	15
Contact (Boris the Blade; Effective Skill 12; 9 or less, *1;	1]
Somewhat Reliable, *1) {p. B44}	
Extra IQ 1 (Faceman; Affects IQ, +0%)	20]
Description: The Extra IQ advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra IQ advantage to affect the displayed attribute	
score. If you don't wish this advantage to affect the displayed score remove that modifier.	
Extra ST 1 (Shooter; Affects ST, +0%) Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed"	[ 10]
score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	
Gunslinger {p. B58}	25]
Hard to Kill 1 {p. B58}	2]
Hard to Subdue 1 (p. B59)	2
High Pain Threshold (p. B59)	10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	15]
Patrons (Conspirators; 9 or less, *1) {p. B72}	[ 20]
Description: 20 POINTS An extremely powerful organization (assets of at least 1	
million times starting wealth == 10'000'000'000\$)	41
Signature Gear 4 {p. B85}	4]
PERKS	

PERKS		
Name	ļ	Pts
Akimbo (Submachine Guns) {p. HT249}	[	1]
Honest Face {p. B100}	[	1]
Off-Hand Weapon Training (Guns (Submachine Gun))	[	1]
{p. PU2:16-17}		-
Style Familiarity (Jujutsu) {p. MA166}		1]

DISADVANTAGES		
Name		Pts
Duty (The City of Angels; 15 or less (almost always);	[	-20]
Extremely Hazardous, -5) {p. B134}		
Enemy (Jugde Goodwill; More powerful than the PC; 9 or	[	-20]
less, *1) {p. B135}		
Impulsiveness (9 or less, *1.5) {p. B139}	[	-15]
Intolerance (Gangs; One group) {p. B140}	[	-5]
Sense of Duty (Team) {p. B153}	[	-5]
Stubbornness (p. B157)	Ī	-5 1

QUIRKS	
Name	Pts
Dislikes Cops who do it "by the book" {p. B163}	[ -1]
Dislikes Hippies (p. B163)	[ -1]
Likes Bourbon (p. B163)	[ -1]
Likes Lucky Strikes (p. B163)	[ -1]
Vow (Kill the Rollin' 60s) {p. B163}	[ -1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics (p. B174)	16	DX+0	
Climbing {p. B183}	15	DX+0	11
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[ 1]
Fast-Draw/TL8 (Ammo) {p. B194}	17*	DX+1	11
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	11
Fast-Draw (Pistol) {p. B194}	17*	DX+1	11
Forced Entry {p. B196}	16	DX+0	11
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	11
dGuns/TL8 (Rifle) {p. B198}	17	DX+1	11
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[ 1]
Guns/TL8 (Submachine Gun) {p. B198}	18	DX+2	41
Judo {p. B203}	15	DX-1	[ 2]
Parry: 11 Jumping {p. B203}	16	DX+0	[ 1]
Karate {p. B203}	15	DX+0 DX-1	[ 2]
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.	.0	DX :	
Parry: 11 Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[ 1]
Shield (Shield) {p. B220}	16	DX+0	11
Block: 12			,
Shortsword {p. B209} Parry: 12	17	DX+1	[ 4]
Stealth {p. B222}	15	DX-1	[ 1]
Throwing {p. B226}	15	DX-1	[ 1]
HT based	Level	Relative	Pts
Cavaccaina (n. D100)		1.17	
Carousing {p. B183}	13	HT+1	[ 2]
Running {p. B183}	13	HT+1 HT+0	
Running {p. B218} IQ based	12	HT+0	[ 2]
Running {p. B218} IQ based Acting {p. B174}	12 Level	HT+0 Relative	Pts
Running {p. B218} IQ based	12 Level	HT+0 Relative	Pts [ 2]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}	12 Level 12 12 12	HT+0 Relative IQ+0 IQ+0 IQ+0	Pts [ 2] [ 2] [ 1]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}	12 <b>Level</b> 12 12 12 13	HT+0 Relative IQ+0 IQ+0 IQ+0 IQ+1	Pts [ 2] [ 2] [ 1]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}	12 Level 12 12 12 12 13 12	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+0	Pts [ 2] [ 2] [ 1] [ 4] [ 1]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}	12 Level 12 12 12 13 12 12 12	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+0	Pts [ 2] [ 2] [ 1] [ 4] [ 1] [ 2]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}	12 Level 12 12 12 13 12 12 13 12 13	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0	Pts [ 2] [ 2] [ 1] [ 4] [ 1] [ 2] [ 8]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}	12 Level 12 12 12 13 12 12 13 14 14†	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+1 IQ+1 IQ+2	Pts [ 2] [ 2] [ 1] [ 4] [ 1] [ 2] [ 8] [ 8]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}	12 Level 12 12 12 13 12 12 13 14 14† 13	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1	Pts [ 2] [ 2] [ 4] [ 1] [ 4] [ 1] [ 8] [ 8] [ 8]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}	12 Level 12 12 12 13 12 12 13 14 13† 14† 13	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1 IQ+1	Pts [ 2] [ 2] [ 1] [ 4] [ 1] [ 4] [ 8] [ 8] [ 8] [ 4]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}	12 Level 12 12 12 13 12 12 13 14 13 13 13 13	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+0	Pts  [ 2] [ 2] [ 1] [ 4] [ 1] [ 2] [ 8] [ 8] [ 8] [ 4] [ 4]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}	12 Level 12 12 12 13 12 13 14 13 13 13 13 13 13	HT+0  Relative  IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+0 IQ+1	Pts  [ 2] [ 2] [ 1] [ 4] [ 1] [ 4] [ 1] [ 2] [ 8] [ 8] [ 8] [ 4] [ 4]
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}	12 Level 12 12 12 13 12 13 14 13 13 13 13 12 13 <sup>‡</sup> 12	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+1 IQ+0 IQ+1 IQ+0	Pts  2  1  2  1  1  1  1  1  2  1  1  1  2  1  4  1  2  1  4  1  2  1  4  1  2  1  2  1  2  1  2  1  2  1  2  1  2  1  2  1  2  2
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}	12 Level 12 12 12 13 12 12 13† 14† 13 13 12 13‡ 12 13‡	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+2 IQ+1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1	2   Pts   2   2   1   1   1   1   1   1   1   1
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}	12 Level 12 12 12 13 12 12 13† 14† 13 12 13‡ 12 13‡ 12 13‡ 14 13; 14 15 16 17 18 18 18 18 18 18 18 18 18 18	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+0	Pts  2  1  2  1  2  1  1  1  2  1  1  2  1  2  1  2  2
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}  Shadowing {p. B219}	12 Level 12 12 12 13 12 12 13† 14† 13 12 13‡ 12 13‡ 12 13‡ 12	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+0 IQ+1 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0	Pts  2  Pts  2  3  4  5  6  8  8  8  8  7  8  8  7  8  8  8  8  8
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}  Shadowing {p. B223}	12   Level   12   12   12   12   13   14   13   13   12   13   12   13   13   12   13   13	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+0 IQ+1	Pts  2  1  2  1  2  1  1  1  2  1  1  2  2
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}  Shadowing {p. B223}  Per based	12  Level 12 12 12 12 12 13 12 12 13† 14† 13 12 13 12 13‡ 12 13‡ 12 12 12† Level	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+0 IQ+0 Relative	2   Pts   2   2   1   1   1   1   2   1   2   1   1
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}  Shadowing {p. B219}  Streetwise {p. B223}  Per based  Detect Lies {p. B187}	12   Level   12   12   12   12   13   14   13   13   12   13   14   13   13   12   13   12   13   12   12	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+0 IQ+0 Relative Per-1	2   Pts   2   2   1   1   1   1   2   2
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}  Shadowing {p. B223}  Per based  Detect Lies {p. B187}  Observation {p. B211}	12   Level   12   12   13   12   13   13   12   13   13	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+1 IQ+2 IQ+1 IQ+1 IQ+0 IQ+0 Relative Per-1 Per+1	2   Pts   2   2   1   1   1   1   1   1   1   1
Running {p. B218}  IQ based  Acting {p. B174}  Administration {p. B174}  Area Knowledge (South Central) {p. B176}  Armoury/TL8 (Small Arms) {p. B178}  Computer Operation/TL8 {p. B184}  Criminology/TL8 {p. B186}  Diplomacy {p. B187}  Fast-Talk {p. B195}  First Aid/TL8 (Human) {p. B195}  Holdout {p. B200}  Law (Police) {p. B204}  Leadership {p. B204}  Merchant {p. B209}  Public Speaking {p. B216}  Savoir-Faire (Police) {p. B218}  Shadowing {p. B223}  Per based  Detect Lies {p. B187}	12   Level   12   12   12   13   12   13   13   12   13   12   13   12   13   12   12	HT+0  Relative IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+2 IQ+1 IQ+1 IQ+1 IQ+0 IQ+0 Relative Per-1	2   Pts   2   2   1   1   1   1   1   1   1   1

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	16	_	1d-2 cr	С	_	_	
Elbow Strike (Karate)	14	_	1d-2 cr	С	_	_	
Karate: Punch	15	11	1d-2 cr	С			
Karate: Kick	13	<u> </u>	1d-1 cr	C,1			
Kick	14	_	1d-1 cr	C,1	_	_	
Punch	16	12	1d-2 cr	С	_	_	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Tactical Light (Signature Gear): Swing	17	12	1d+2 cr	1	6	4	
Large Tactical Light (Signature Gear): Thrust	17	12	1d-1 cr	77	6	4	
Shortsword (Disguised (Custom-built - Foldable Umbrella),	17	12	1d+4 cut	1	8	4	
Very Fine, Signature Gear): Swing							
Shortsword (Disguised (Custom-built - Foldable Umbrella),	17	12	1d+1 imp	77	8	4	
Very Fine, Signature Gear): Thrust							

		RAN	NGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Steyr TMP, 9x19mm (Very Fine,	19	2d+2 pi	7	160 yd / 1.02 mi	15	30+1(3)	8†	-3	2	2	
Signature Gear): Primary											
Steyr TMP, 9x19mm (Very Fine,	19	2d+2(.5) pi+	7	160 yd / 1.02 mi	15	30+1(3)	8+	-3	2	2	
Signature Gear): Hollow-Point											
Steyr TMP, 9x19mm (Very Fine,	19	2d+2(2) pi-	7	160 yd / 1.02 mi	15	30+1(3)	8†	-3	2	2	
Signature Gear): APHC		, , ,		•		, ,	-				

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.

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	12*	10*	10/11*	
Judo	DX	DX	Light	
Judo  Eyes DR: 10 DB: 0 Neck DR: 4/1* DB: 0  Torso DR: 12/5*+4/1*+2 DB: 0	Skull DR: 14 DB: 0 Face DR: 10 DB: 0  Arm DR: 0 B: 0  Groin	Lo   Eyu   Ne   Sk   Fau   To   Gru   8/2*+4/1*   Arr   O   12/5*+4/1*   Ro   D   No	C. HP es 2 ck — ull — cce — rso — oin — ms 7 nds 5 gs 7	#
* Includes: +1 from	DB: 0			
	Combat Honexes			

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

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

-5×HP or less: Immediate death

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

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

 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.

	SLAM TABLE	
1–2	3–4	5–8
1d-3	1d-2	1d-1

	HUMAN	IOID HIT L	OCATI	ON TABLE	
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	_	Vitals†	-3
5	Face	-5(f)/-7(b)	_	Eye‡	-9
6–7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9–10	Chest*	_	_	Jaw	-6
11	Abdomen*	-1	_	Spine§	-8
12	Left Arm	-2	_	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	_	Neck Vein/Artery¶	-8
15	Hand	-4	_	Arm/Leg Joint**	-5
16	Foot	-4	_	Hand/Foot Joint**	-7
17–18	Neck	-5	_	Groin	-3

See also: Harsh Realism - Armor Gaps, p. LT101.

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks ‡ Only targetable by impaling, piercing, and tight-beam burning attacks \$ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, New Hit Locations, p. MA137, and Hit Locations, p. LT100.

	HUMAN	OID ARM	OR GAPS TAI	3LE	
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Kn	ee Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			
* Only targetab	ole by impaling attac	cks; critical h	it cripples arm		

TECHNIQUES	S		
Name	Level	Relative	Pts
Arm Lock (Judo) {p. MA65, B230}	16	def+1	[ 1]
Disarming (Judo) {p. MA70, B230}	16	def+1	[ 2]
Elbow Strike (Karate) (p. MA71, B230)	14	def+1	[ 1]

Qtv	LOAD-OUTS Civilian	Cost	Weight
1 1	Civilian	1000	9 lb
•	Contents - Cost: 1000, Weight: 9 lb		
	Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an item	m a "child" righ	t click on it
	and select "Make Child of" The child items will be hidden	by default; yo	u may show
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format		
	item may be assigned as a parent by right clicking on it an	d selecting "Ma	ake Parent";
	this entry is here for convenience, as it is automatically de		
1	Concealed Armor Contents - Cost: 1000, Weight: 2 lb	1000	2 lb
	Description: In GCA a "Parent" item can have other train	its assigned to	it as
	"Children." This is essentially an organizational structu	re, allowing yo	u to file
	multiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The		
	by default; you may show the child items by right clicking		
	selecting "Show Components." Once displayed the chil		
	"tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is		
	is automatically designated a Parent.		,
1	Concealable Vest (Signature	1000	2 lb
	Gear) (Signature Gear, +0)		
	{p. HT66}		
	Description: TL:8 LC:3 DR:12/5* Location:torso Not under clothing. [2] Split DR: use the first, higher DR		
	cutting attacks; use the second, lower DR against a		
	Location: torso		
1	Boots (Signature Gear, Free)	0	3 lb
	(_Free, *0) {p. HT68}	onooclebi	or upda-
	Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] C clothing. [2] Give +1 to kicking damage (p. B271).	uncealable as	or under
	Location: feet		
1	Leather Gloves (Signature Gear,	0	_
	Free) (_Free, *0) {p. B284}		
	Description: TL:1 LC: DR:2* Locations: hands Location: hands		
1	Fireproof Suit (Disguised (Custom	0	4 lb
•	Built - Ordinary Clothes), Signature		- 10
	Gear, Free) (_Free, *0; Disguised		
	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes	:[4] Use the hig	gher DR
	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un		gher DR
	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes	der clothing.	
Otv	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:	der clothing.	9 lb
Qty	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:	der clothing.  1000  Cost	9 lb Weight
Qty 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »	der clothing.	9 lb Weight
Qty 1	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat" Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a	1000 Cost 24080 assigned to it a	9 lb Weight 51.7 lb
Qty 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you	1000 Cost 24080 assigned to it a	9 lb Weight 51.7 lb s "Children.'
Qty 1	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an itel and select "Make Child of" The child items will be hidder	1000 Cost 24080 assigned to it a u to file multiple m a "child" right by default; yo	9 lb Weight 51.7 lb s "Children." e traits tt click on it u may show
Qty 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yor together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting	der clothing.  1000  Cost  24080  assigned to it a u to file multipli m a "child" righ by default; yo grishow Compi	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents."
Qty 1	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form:	der clothing.  1000  Cost  24080  assigned to it a u to file multiple m a "child" right by default; yo "Show Compat under the pa	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents."
Qty 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yor together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting	der clothing.  1000  Cost  24080 assigned to it a u to file multiple m a "child" righ by default; yo grishow Compat under the pa de selecting "M. signated a Par	9 lb Weight 51.7 lb s "Children." e traits at click on it u may show onents." urent. Any ake Parent";
Qty 1	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child tiems by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in a "child" right by default; yo "Show Compat under the pa d selecting "M.	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." irent. Any ake Parent"; ent.
1	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat  Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" formaitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor Contents - Cost: 3910, Weight: 42.4 lb	der clothing.  1000  Cost  24080 assigned to it a u to file multiple ma "child" right by default; yo to y "Show Compat under the pad selecting "M. signated a Par 3910	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb
1	(custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child tiems by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor	Cost 24080 assigned to it a u to file multipli m a "child" righ by default; yo g "Show Compi at under the pa d selecting "Mi signated a Par 3910 its assigned to	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formaitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish.	der clothing.  1000  Cost 24080 assigned to it a u to file multiplim a "child" right by default; yo gy "Show Compat under the pad selecting "M. signated a Par 3910 its assigned to re, allowing yo 1. To make an	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structure untitiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo "Show Comput at under the pad selecting "Msignated a Para 3910 its assigned to ree, allowing yo no. To make an child items wil	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "Combat"  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formattem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur unlitiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selection "Show Components". Once displayed the child selection "Show Components".	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to me a "child" right by default; yo grand to me a default in the same a child items will go on the parei	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "Combat"  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formattem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur untiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign	der clothing.  1000  Cost 24080  assigned to it a u to file multiple in by default; yo "Show Comput at under the pe d selecting "M signated a Par 3910  its assigned to re, allowing yo n. To make an child items wil g on the pare iden will be she d as a parent	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and oown in a by right
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	der clothing.  1000  Cost 24080  assigned to it a u to file multiple in by default; yo "Show Comput at under the pe d selecting "M signated a Par 3910  its assigned to re, allowing yo n. To make an child items wil g on the pare iden will be she d as a parent	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and oown in a by right
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a rhis is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent."	der clothing.  1000  Cost 24080  assigned to it a u to file multiple in by default; yo "Show Comput at under the pe d selecting "M signated a Par 3910  its assigned to re, allowing yo n. To make an child items wil g on the pare iden will be she d as a parent	9 lb Weight 51.7 lb s "Children.' e traits tt click on it u may show onents." irent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formaitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)	der clothing.  1000  Cost  24080 assigned to it a u to file multiple in a "child" righ by default; yo g "Show Compat under the pa d selecting "M signated a Par 3910 ats assigned to re, allowing yo n. To make an child items wil g on the pare dren will be sh ed as a parent here for conve	9 lb Weight 51.7 lb s "Children.' e traits tt click on it u may show onents." irent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  « Combat »  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a rhis is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent."	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to me a "child" right by default; yo grand to me a me a child items with go on the pare dren will be shed as a parent here for conve	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatiem may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chill "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, ground in the parent in the first, higher DR against piercing and cutting atta	der clothing.  1000  Cost 24080 assigned to it a u to file multiplima "civild" right by default; yo "Show Compat under the part under u	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat Contents - Cost: 24080, Weight: 51.7 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66} Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting atta DR against all other damage types.	der clothing.  1000  Cost 24080 assigned to it a u to file multiplima "civild" right by default; yo "Show Compat under the part under u	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "Combat"  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wisi "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting atta DR against all other damage types.	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo "Show Comput at under the pad selecting "Msignated a Para 3910 assigned to rea, allowing yo no. To make an child items will go not the pare dren will be she ded as a para she de as a pare here for conve	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a .by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "Combat"  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting attat DR against all other damage types.  Location: torso, groin  Assault Vest Trauma Plates	der clothing.  1000  Cost 24080 assigned to it a u to file multiplima "civild" right by default; yo "Show Compat under the part under u	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a .by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting attat DR against all other damage types.  Location: torso, groin  Assault Vest Trauma Plates  (Signature Gear,	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo "Show Comput at under the pad selecting "Msignated a Para 3910 assigned to rea, allowing yo no. To make an child items will go not the pare dren will be she ded as a para she de as a pare here for conve	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a .by right nience, as it
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1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right click is selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting atta DR against all other damage types.  Location: torso, groin  Assault Vest Trauma Plates  (Signature Gear) (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:23 Location:torso Location: torso	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to default; yo grand to default; yo grand to default; yo grand to der the part of the part of the part of the parent of	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "Combat"  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a rhis is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right click in selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting atta DR ag	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo "Show Comput at under the pad selecting "Msignated a Para 3910 assigned to rea, allowing yo no. To make an child items will go not the pare dren will be she ded as a para she de as a pare here for conve	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur untliple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting attate DR against all other damage types.  Location: torso, groin  Assault Vest Trauma Plates  (Signature Gear)	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to default; yo grand to default; yo grand to default; yo grand to der the part of the part of the part of the parent of	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and oown in a by right nience, as it
1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items by ight clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickins selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, groin  Assault Vest Trauma Plates  (Signature Gear)	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to default; yo grand to default; yo grand to default; yo grand to der the part of the part of the part of the parent of	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur untliple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting attate DR against all other damage types.  Location: torso, groin  Assault Vest Trauma Plates  (Signature Gear)	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to default; yo grand to default; yo grand to default; yo grand to der the part of the part of the part of the parent of	9 lb Weight 51.7 lb s "Children.' e traits it click on it u may show onents." irrent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1 1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatiem may be assigned as a parent by right clicking on it an item entitem it you wish. To make an item and selecting Once displayed the children will be shown in a "tree" formatiem may be assigned as a parent by right clicking on it is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other train "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso Location: torso  Ballistic Helmet (Signature Gear)  (Signature Gear)  (Signature Gear) (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)  (Signature Gear)	der clothing.  1000  Cost  24080  assigned to it a u to file multiple ma "child" righ by default; yo "Show Compat under the pad selecting "Misignated a Para 3910  its assigned to ree, allowing yo n. To make an child items wing on the pare dren will be she das a parent here for conve	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." irent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a by right nience, as it
1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a rhis is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items by ight clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickins selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, groin  Assault Vest Trauma Plates  (Signature Gear)	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; yo grand to default; yo grand to default; yo grand to default; yo grand to der the part of the part of the part of the parent of	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a il be hidden nt and own in a by right nience, as it
1 1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a rhis is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, grothe first, higher DR against piercing and cutting atta DR against all other damage types.  Location: torso, groin  Assault Vest Trauma Plates  (Signature Gear) (Signature Gear)  (Signature Gear) (Signature Gear)  (Signature Gear) (Signature Gear)  (Signature Gear, +0) {p. HT70}  Per Unit - Cost: 250, Weight: 3 lb  Contents - Cost: 200, Weight: 3 lb  Contents - Cost: 200, Weight: 1.4 lb  Description: TL:8 LC:3 DR:12 Location:skull  Location: skull  Ballistic Helmet Visor  (Signature Gear) (Signature	der clothing.  1000  Cost  24080  assigned to it a u to file multiple ma "child" righ by default; yo "Show Compat under the pad selecting "Misignated a Para 3910  its assigned to ree, allowing yo n. To make an child items wing on the pare dren will be she das a parent here for conve	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a by right nience, as it
1 1 1	(custom-built), *5) {p. HT75}  Description: TL:7 LC:4 DR:4/1* Location:full suit Notes against burning damage only. [5] Concealable as or un Location: full suit  Totals:  "Combat"  Combat "  Combat "  Contents - Cost: 24080, Weight: 51.7 lb  Description: In GCA a "Parent" item can have other traits a rhis is essentially an organizational structure, allowing you together under the parent item if you wish. To make an ite and select "Make Child of" The child items by ight clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically de Assault Armor  Contents - Cost: 3910, Weight: 42.4 lb  Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickins selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.  Assault Vest (Signature Gear)  (Signature Gear, +0) {p. HT66}  Description: TL:8 LC:2 DR:12/5* Location:torso, groin  Assault Vest Trauma Plates  (Signature Gear)	der clothing.  1000  Cost 24080 assigned to it a u to file multiple in by default; you show Compute at under the part of the p	9 lb Weight 51.7 lb s "Children." e traits it click on it u may show onents." urent. Any ake Parent"; ent. 42.4 lb it as u to file item a ll be hidden nt and own in a by right nience, as it

LOAD-OUTS (continued)							
Qty 1	« Combat » Assault Armor	3910	Weight 42.4 lb				
1	Ballistic Leggings (Signature Gear) (Signature Gear, +0)	400	8 lb				
	{p. HT68} Description: TL:8 LC:4 DR:12/5F* Location:legs Note first, higher DR against piercing and cutting attacks; against all other damage types. Location: local						
1	DAP (Signature Gear) (Signature Gear, +0) {p. HT68}	200	5 lb				
	Description: TL:8 LC:4 DR:8/2* Location:arms Notes higher DR against piercing and cutting attacks; use t against all other damage types.  Location: arms						
1	Fireproof Suit (Disguised (Custom Built - Ordinary Clothes), Signature Gear) (Signature Gear, +0; Disguised (custom-built), *5) {p. HT75} Description: TL:7 LC:4 DR:4/1* Location:full suit Not against burniar damage only. [5] Concealable as or						
1	Location: full suit Gas Mask (TL 8) (Signature	250	2 lb				
	Gear, +0) {p. HT72} Description: TL:8 LC:4 DR:2 Location:eyes, face Not Immunity to Eye and Nose Irritants, and No Sense of No Peripheral Vision (p. B151). Location: eyes, face	Smell/Taste.	[3] Gives				
1	Boots (Signature Gear) (Signature Gear, +0) {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] clothing. [2] Give +1 to kicking damage (p. B271).	80 Concealable	3 lb				
1	Location: feet Leather Gloves (Signature Gear) (Signature Gear, +0) {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	_				
1	Load-Bearing Vest {p. HT54} Description: Load-Bearing Vest (TL7). The modern assa Vietnam War, and becomes popular in the late 1980s at the like. An LBV is easier to take on and off – and the gt torso, which protects the contents when wading in water cumbersome in tight spots, which is important to tankers designed to hold 20-30 lbs. of gear. Modern body armor pouches and attachment points, making it equivalent to seconds to don or remove. \$30, 2 lbs. LC4.	mong SWAT t ear is carried of the sear is carried of the sear the search and aircrew. The search at LBV. Takes	eams and up on the It's s integral two				
	Usernotes: Habe Tech Level 8 Version "erfunden" und c dafür Gewicht von 2 lbs auf 1 lbs gesenkt. Gibt es so ab						
1	Weapons Contents - Cost: 20050, Weight: 8.3 lb Description: In GCA a "Parentt" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is h is automatically designated a Parent.	e, allowing you. To make an child items wil g on the parer dren will be shed as a parent there for conve	u to file item a I be hidden at and own in a by right nience, as it				
1	Shortsword (Disguised (Custombuilt - Foldable Umbrella), Very Fine, Signature Gear) (Signature Gear, +0; Disguised (custombuilt), *5; Very Fine Quality, *4) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reskill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Skill:Shortsword]		2 lb				
1	Steyr TMP, 9x19mm (Very Fine, Signature Gear) (Signature Gear, +0; Armor-Piercing Hardcore, +0; Hollow-Point, +0; Receives Skill Bonus (+3), +0; Receives Skill Bonus (+1), +0; Very Fine Quality, *5) {p. HT124} Per Unit - Cost: 6000, Weight: 3.8 lb Contents - Cost: 6050, Weight: 2.5 lb Description: TL:8 LC:2 Ammo:1 lb. Damage:2d+2 pi. RoF:15 Shots:30+1(3) ST:8† Bulk:-2 Rcl:2 Skill:Gun. Notes:    Usernotes: -1 Bulk from Scope (Edited in the weapon Steyr TMP, 9x19mm Parabellum (Austria, 1993-2001 The Taktische Maschinenpistole (tactical machine pi	s (Submachininstats).  stol) was a lig	e Gun) ht, sleek				
	weapon resembling a large pistol with a foregrip. At easy to conceal, and several units adopted it for bod handed: ST 10, Rcl 3. With a 15-round magazine: W	yguard duties	. If fired one-				

LOAD-OUTS (continued)							
Qty	« Combat »	Cost	Weight				
1	Steyr TMP, 9x19mm (Very Fine,	12050	6.3 lb				
	Signature Gear) (Signature Gear,						
	+0; Armor-Piercing Hardcore, +0;						
	Hollow-Point, +0; Receives Skill						
	Bonus (+3), +0; Receives Skill						
	Bonus (+1), +0; Very Fine Quality,						
	*5) {p. HT124}						
1	Variable-Power Scope (1.5-4.5,	2250	2 lb				
•	Signature Gear) (Signature	2200	2 10				
	Gear, +0) {p. HT155}						
	Per Unit - Cost: 750, Weight: 1 lb						
	Contents - Cost: 1500, Weight: 1 lb						
	Description: -1 to Bulk						
1	Advanced Night Sight, Add	1500	1 lb				
	On (Signature Gear)						
	(Signature Gear, +0)						
	{p. HT156}						
	Description: Advanced Night Sight, Add-On ( Night Vision 7 to the benefits of another scop						
	2*XS/90 hrs. LC3.	e or signit. \$1,	500, T ID.,				
1	Integral Targeting Laser	3600	_				
	(Shoulder Arm, Green,						
	Signature Gear) (Signature						
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A						
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg.						
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2	., 2*XS/100 hr	s. LC3.				
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Atargeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8		s. LC3.				
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature	., 2*XS/100 hr					
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price *4, Range *2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52}	., 2*XS/100 hr	s. LC3. 8 OZ				
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2  Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach	200  Reach:1 Parry:0 ST	8 OZ				
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100	200  Reach:1 Parry:0 ST	8 OZ				
1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price *4, Range *2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr I Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.	200  Reach:1 Parry:0 ST -yard beam.	8 OZ 8 OZ 0:0 ST:6				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2  Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:	200  Reach:1 Parry:0 ST-yard beam.	8 OZ ::0 ST:6 :6				
1 Qty	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout	200  Reach:1 Parry:0 ST-yard beam.  24080  Cost	8 OZ :0 ST:6 :6 51.7 lb Weight				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Atargeting laser with a 750-yard range. \$900, neg. Green -> Price * 4. Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout	200  Reach:1 Parry:0 ST-yard beam.	8 OZ ::0 ST:6 :6				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price *4, Range *2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout Hideout Contents - Cost: 11630, Weight: 2 lb	200  Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630	8 oz ::0 ST:6 :6  51.7 lb Weight 2 lb				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Atargeting laser with a 750-yard range. \$900, neg. Green -> Price * 4. Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout	200  Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a	8 OZ ::0 ST:6 :6  51.7 lb  Weight 2 lb s "Children."				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Atargeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 44XS/2 hrs. LC4.  Totals:  Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item	200 Reach:1 Parry. 17 Parry:0 ST-yard beam. 24080 Cost 11630 ssigned to it a	8 OZ  :0 ST:6  6  51.7 lb  Weight 2 lb  s "Children." e traits tt click on it				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4YXS/2 hrs. LC4.  Totals:  Hideout Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden	Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a to file multiple in a "child" righ by default, yo default, you defa	8 OZ  10 ST:6  6  51.7 lb  Weight 2 lb s "Children." e traits it click on it u may show				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Atargeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 44XS/2 hrs. LC4.  Totals:  Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item	200  Reach:1 Parry. 11 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a to file multiple n a "child" right by default; yo "Show Comp"	8 OZ  3 ST:6  51.7 lb  Weight 2 lb  s "Children." e traits tt click on it u may show onents."				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and item may be assigned as a parent by right clicking on it and the child item by right clicking on it and the child item by right clicking on it and item may be assigned as a parent by right clicking on it and the child item by right	Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a 1 to file multiple in a "child" right by default; yo "Show Comput tunder the pad d selecting "M.	8 OZ  10 ST:6  6  51.7 lb  Weight 2 lb  s "Children." e traits It click on it u may show onents." urent. Any ake Parent";				
Qty 1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des	Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a to file multiply by default; yo "Show Compett under the pa d selecting "Msignated a Parsignated a Parsig	8 OZ  10 ST:6  6  51.7 lb  Weight 2 lb  s "Children." e traits It click on it u may show onents." urent. Any ake Parent";				
Qty 1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4YXS/2 hrs. LC4.  Totals:  Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des	Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a 1 to file multiple in a "child" right by default; yo "Show Comput tunder the pad d selecting "M.	8 OZ  10 ST:6  6  51.7 lb  Weight 2 lb  s "Children." e traits It click on it u may show onents." urent. Any ake Parent";				
<b>Qty</b> 1	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder A targeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout  Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des Dollar Per Unit - Cost: 1	Reach:1 Parry. 200  Reach:1 Parry:0 ST-yard beam.  24080  Cost 11630  ssigned to it a u to file multiple n a "child" righ by default; yo "Show Comput under the pad selecting "Msignated a Par 11510	8 OZ  :0 ST:6 :6  51.7 lb  Weight 2 lb s "Children." e traits it click on it u may show onents." irrent. Any ake Parent"; ent.				
	Signature Gear) (Signature Gear, +0) {p. HT157} Description: Integral Targeting Laser (Shoulder Atargeting laser with a 750-yard range. \$900, neg. Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature Gear, +0) {p. HT52} Description: TL:0 LC:4, [Mode:swing Dam:sw cr   Skill:Shortsword], [Mode:thrust Dam:thr cr Reach Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.  Totals:  Hideout Contents - Cost: 11630, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des Dollar Per Unit - Cost: 1 Ordinary Clothes {p. B266}	Reach:1 Parry: 200  Reach:1 Parry:0 ST-yard beam.  24080  Cost  11630  ssigned to it a to file multiple in a "child" right by default; yo "Show Comput under the pad selecting "Mignated a Parru 11510  120	8 OZ  :0 ST:6 :6  51.7 lb  Weight 2 lb s "Children." e traits tt click on it u may show onents." reent. Any ake Parent"; ent.				
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	SCRATCH PAD	
	CAMPAIGN LOG	
Points: (logged) 86 Faceman "Multiclass"	+ (other) 0	= (total) 86
Als 2. Klasse würde i	ch gerne Faceman	wählen, kostet 50
Punkte		
+IQ [20]		
Appearance Attractiv	e [4]	
Charisma [5]		
+Fast-Talk [4] +Diplomacy [4]		
Carousing [2]		
Leadership [2]		
Public Speaking [2]		
Acting [2] Detect Lies [2]		
Merchant [2]		
Honest Face [1]		
+ Bedeutet ein besteh	andar Attribut/Ad	Synntogo/Skill wind
T Dededict elli bestell	Chaci Attibut At	rantago/okiii wiid
verbessert		

21.01.2012: 50 pts

Pg: 5

## **CAMPAIGN LOG (continued)**

## I want to be Joe 'Jolly' Rogers again

Brauche mit dem Weglassen der 12 Punkte die ich in Intimidation gesteckt hatte noch +24 Punkte wenn ich mir alles unten kaufen will (kostet insgesamt 36: 36-12=24). Da diese Punkte für Intimidation aber natürlich noch nicht auf dem Template waren, habe ich diese nicht "erstattet" gekriegt und so habe ich 36 Punkte dazu genommen.

Advantages die mir noch fehlen:

Language Spanish, Spoken:broken [1] Contact (Boris the Blade) [1] Combat Reflexes [15]

Skills die mir noch fehlen:

Climbing [1]

Shield (Shield) [1]

Area Knowledge (South Central) [1]

Criminology [2]

Fast-Talk [4]

Diplomacy [4]

Shadowing [2]

Streetwise [2]

First Aid (Human) [2]

Folgende Skills würde ich weglassen (Bruno):

Intimidation [-12]

21.01.2012: 36 pts

## Initial Character Creation - Strike Team / GURPS Action

Lens: Law Enforcement - 20 Punkte

4 Law(Police) ist vorgeschrieben

Dann habe ich ausgelesen:

- 4 Observation
- 4 Search
- 4 Shortsword
- 2 Administration
- 2 Savoir-Faire (Police)

Quirks - dafür habe ich folgendes gekauft für 5 Punkte

- 1 Style Familiarity Jujitsu
- 1 Style Tech/A Elbow Strike
- 1 Style Tech/A Arm Lock
- 2 Style Tech/H Disarming

21.01.2012: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	175]
Advantages, Perks [	138]
Disadvantages, Quirks [	-75]
Skills, Techniques [	98]
Total Points Spent:	336
Unspent Points:	0