

Strike Team

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

Player: Bruno Luder
HT: Wt: Age:

Spent: 350
Unspent: 0

CHARACTER SHEET

ST 12* [0]	HP 12 [0]	Basic Speed 7 [10]
DX 15 [100]	Will 13 [0]	Basic Move 7 [0]
IQ 13 [60]	Per 13 [0]	BL 29 lb (ST×ST)/5
HT 11† [10]	FP 11 [0]	Thr 1d Sw 2d-1
TL 8 [0]	SM +0	
* Includes: +1 from 'Extra ST (Infiltrator)', +1 from 'Extra ST (Infiltrator)'; Conditional: +1 from 'Striking ST'		
† Conditional: +2 from 'Very Fit'		

Vision 13	Fright Check 14*	High Jump 1.06 yd
Hearing 13	Consciousness 14†	Money 4000
Touch 13	Death Check 14‡	
Taste/Smell 13	Broad Jump 4.33 yd	
* Includes: +1 from 'Fearlessness'	† Includes: +2 from 'Very Fit', +1 from 'Hard to Subdue'	‡ Includes: +2 from 'Very Fit', +1 from 'Hard to Kill'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

CULTURAL FAMILIARITIES

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

LANGUAGES

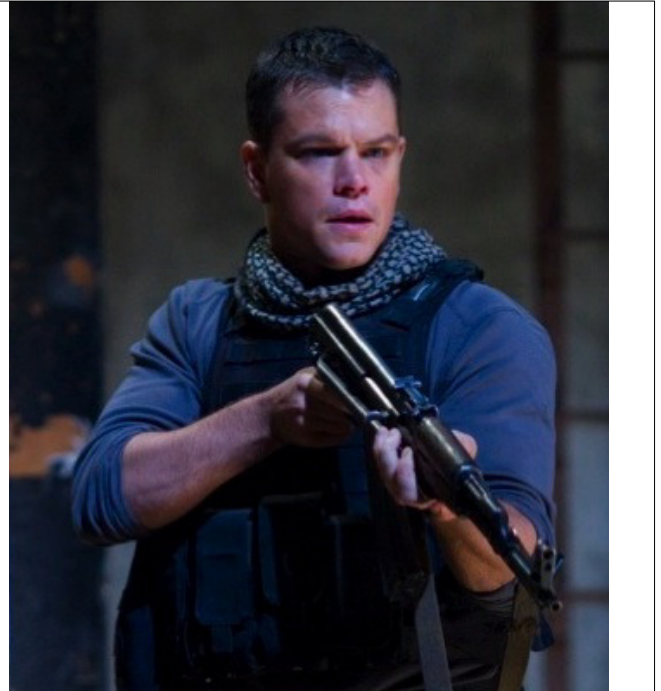
Native	Spoken	Written	Pts
Swedish (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
English {p. B24}	Accented	Accented	[4]

TEMPLATES AND META-TRAITS

Name	Pts
Infiltrator (Action) {p. A1:11}	[0]
Description: You are an expert at getting in and out of locations without destroying anything in the process.	
Military (Action) {p. A1:5}	[0]
Description: You're a guerrilla, militiaman, reservist, regular soldier, special operator, or mercenary.	
Military Hand-To-Hand - Krav Maga (Martial Arts) {p. MA183}	[0]
Description: Imi Sde-Or (born Imrich Lichtenfeld) grew up in Bratislava, Czechoslovakia. During the 1930s, rising anti-Semitic violence in the region moved Imi - an experienced circus wrestler and competitive grappler - to train his fellow Jews to combat attackers willing to use weapons and "dirty" tactics. When he immigrated to Palestine in 1942, Imi started training settlers in his fighting system, which he later named "Krav Maga" (Hebrew for "contact combat" or "contact fight"). Today, Krav Maga is the official martial art of the Israeli Defense Forces.	

ADVANTAGES

Name	Pts
Extra ST 1 (Börni; Affects ST, +0%)	[10]
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 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.	



ADVANTAGES (continued)

Name	Pts
Extra ST 1 (Infiltrator; Affects ST, +0%)	[10]
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 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.	
Fearlessness 1 {p. B55}	[2]
Flexibility {p. B56}	[5]
Gunslinger {p. B58}	[25]
Hard to Kill 1 {p. B58}	[2]
Hard to Subdue 1 {p. B59}	[2]
Luck {p. B66}	[15]
Patrons (Conspirators; 9 or less, *) {p. B72}	[20]
Description: 20 POINTS An extremely powerful organization (assets of at least 1 million times starting wealth); Heisst: 10 Milliarden \$ "Macht" haben die Patrons	
Perfect Balance {p. B74}	[15]
Striking ST 1 {p. B89}	[5]
Very Fit {p. B55}	[15]

PERKS

Name	Pts
Style Familiarity (Military Hand-to-Hand - Krav Maga) {p. MA182}	[1]

DISADVANTAGES

Name	Pts
Curious (12 or less, *) {p. B129}	[-5]
Duty (15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Enemy (Judge Goodwill; More powerful than the PC; 9 or less, *) {p. B135}	[-20]
Loner (12 or less, *) {p. B142}	[-5]
Overconfidence (12 or less, *) {p. B148}	[-5]
Secret (Past Crimes; Utter Rejection) {p. B152}	[-10]
Sense of Duty (Team) {p. B153}	[-5]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

SKILLS

DX based	Level	Relative	Pts
Acrobatics {p. B174}	15*	DX+0	[2]

SKILLS (continued)			
DX based	Level	Relative	Pts
Climbing {p. B183}	18†	DX+3	[1]
Driving/TL8 (Motorcycle) {p. B188}	15	DX+0	[2]
Escape {p. B192}	16‡	DX+1	[1]
Forced Entry {p. B196}	15	DX+0	[1]
Guns/TL8 (Grenade Launcher) {p. B198}	15	DX+0	[1]
Guns/TL8 (Light Anti-Armor Weapon) {p. B198}	15	DX+0	[1]
♠Guns/TL8 (Light Machine Gun) {p. B198}	16	DX+1	[1]
♠Guns/TL8 (Pistol) {p. B198}	16	DX+1	[1]
Guns/TL8 (Rifle) {p. B198}	17	DX+2	[4]
♠Guns/TL8 (Shotgun) {p. B198}	16	DX+1	[1]
♠Guns/TL8 (Submachine Gun) {p. B198}	16	DX+1	[1]
Jumping {p. B203}	16	DX+1	[2]
Karate {p. B203}	17	DX+2	[12]
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Knife {p. B208}	16	DX+1	[2]
Parry: 10			
Parachuting/TL8 {p. B212}	16	DX+1	[2]
Piloting/TL8 (Glider) {p. B214}	16*	DX+1	[2]
Spear {p. B208}	15	DX+0	[2]
Parry: 10			
Stealth {p. B222}	15	DX+0	[2]
Throwing {p. B226}	15	DX+0	[2]
Wrestling {p. B228}	17	DX+2	[8]
Parry: 11			
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT+0	[2]
Running {p. B218}	11	HT+0	[2]
Skiing {p. B221}	10	HT-1	[2]
Swimming {p. B224}	12	HT+1	[2]
IQ based	Level	Relative	Pts
Animal Handling (Dogs) {p. B175}	12	IQ-1	[1]
Architecture/TL8 {p. B176}	12	IQ-1	[1]
Area Knowledge (Compton) {p. B176}	13	IQ+0	[1]
Camouflage {p. B183}	14	IQ+1	[2]
Carpentry {p. B183}	13	IQ+0	[1]
Computer Operation/TL8 {p. B184}	13	IQ+0	[1]
Electronics Operation/TL8 (Security) {p. B189}	14	IQ+1	[4]
Electronics Repair/TL8 (Security) {p. B190}	12	IQ-1	[1]
Explosives/TL8 (Demolition) {p. B194}	14	IQ+1	[4]
Gesture {p. B198}	13	IQ+0	[1]
Interrogation {p. B202}	14	IQ+1	[4]
Lockpicking/TL8 {p. B206}	14	IQ+1	[4]
Savoir-Faire (Military) {p. B218}	14	IQ+1	[2]
Soldier/TL8 {p. B221}	13	IQ+0	[2]
Strategy (Land) {p. B222}	12	IQ-1	[2]
Tactics {p. B224}	12	IQ-1	[2]
Traps/TL8 {p. B226}	14	IQ+1	[4]
Per based	Level	Relative	Pts
Observation {p. B211}	12	Per-1	[1]
Search {p. B219}	12	Per-1	[1]
Urban Survival {p. B228}	12	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	14	Will+1	[4]
* Includes: +1 from 'Perfect Balance'			
† Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'			
‡ Includes: +3 from 'Flexibility'			

Name	MELEE ATTACKS			Reach	ST	LC	Notes
	Skill	Parry	Damage				
Bite	15	—	1d-1 cr	C	—	—	
Karate: Punch	17	11	1d+1 cr	C	—	—	
Karate: Kick	15	—	1d+2 cr	C,1	—	—	
Knee Strike (Karate)	17	—	1d+2 cr	C	—	—	
Neck Snap (Wrestling)	11	—	2d-1 cr	C	—	—	

PARRY	PARRY	BLOCK	DODGE	OTHER
10	10	8	10	
DX	DX	DX	None	

SCRATCH PAD		

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	7	—
Hands	5	—
Legs	7	—
Feet	5	—
Bonus DR: 0		
Bonus DB: 0		
Notes:		

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	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 2 1	-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.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

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

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

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

TECHNIQUES			
Name	Level	Relative	Pts
Choke Hold (Wrestling) {p. MA69, B230}	15	def+1	[2]
Disarming (Wrestling) {p. MA70, B230}	18	def+1	[2]
Knee Strike (Karate) {p. MA76, B232}	17	def+1	[1]
Lethal Strike (Karate) {p. MA85}	16	def+1	[2]
Neck Snap (Wrestling) {p. MA77}	11*	def-2	[2]
Targeted Attack (Knife Thrust/Neck) {p. MA68}	12	def+1	[2]

* Includes: -3 from 'Neck Snap (Wrestling)'

CAMPAIGN LOG	
Points: (logged) 100 + (other) 0 = (total) 100	
More Börni	
Attribute	
+1 ST [10]	
Skills	
Guns... [9]	
Guns(Rifle) [4]	
Guns(Submachine Guns) [1]	
Guns(Shotgun) [1]	
Guns(Grenade Launcher) [1]	
Guns(Light Ant-Armor Weapon) [1]	
Guns(Light Machine Gun) [1]	
Military [4]	
Brainwashing [4]	
+Observation [3]	
Survival [4]	
Urban Survival [1]	
Running [2]	
+Jumping [1]	
Fighting [23]	
+Karate [10] (Weil man dann den max. Damage Bonus kriegt, wenn man Karate erhöht=DX+2)	
+Wrestling [6]	
Knee Strike [1]	
Targeted Attack (Knife Thrust/Neck) [2]	
Choke Hold (Wrestling) [2]	
Neck Snap (Wrestling) [2]	
<small>22.01.2012: 50 pts</small>	
Back to Börni	
Advantages [36]	
Fearlessness 1 [2]	
Gunslinger [25]	
Hard to Kill 1 [2]	
Hard to Subdue [2]	
Striking ST [5]	
Skills [14]	
Explosives/TL8 Demolition [4]	
Area Knowledge (Compton) [1]	
Carpentry [1]	
Intimidation [4]	
Interogation [4]	
<small>21.01.2012: 50 pts</small>	
Initial Character Creation - Strike Team Infiltrator	
Quirks	
Krav Maga + 2 Techniken [5]	
<small>21.01.2012: 0 pts</small>	
POINTS SUMMARY	
Basic Attributes, Secondary Characteristics	[180]
Advantages, Perks	[131]
Disadvantages, Quirks	[-75]
Skills, Techniques	[114]
Total Points Spent:	350
Unspent Points:	0