Strike Team

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

CHARAC	TER SH	IEET						
ST 12*	[0]	ΗР	12	1	0]	Basic Speed 7	1	10
				•		Speed 7	-	
-	[100]	Will		[0]	MOVE]	0
IQ 13	[60]	Per	13	[0]	BL 29 lk) (S [:] Sw	T×ST)
HT 11 [†]	[10]	FP	11	[0]	1d		d-1
TL 8				[<mark>0</mark>]	SM +0		
* Includes: +1 from 'I from 'Extra ST (Infiltr				† Condi	tional:	+2 from 'Very Fit	ť	
from 'Striking ST'	rator), con	unional.	+1					
Vision	13	Friaht	t Chec	k	14*	High Jump	1.06	6 yd
Hearing	13		ciousn		14†	Money		000
Touch	13		1 Chec		14‡			
Taste/Smell	13	Broad J		4.33				
* Includes: +1 from 'Fearlessness'		Fit', +1	les: +2 fr from 'Ha		y	‡ Includes: +2 Fit', +1 from 'H		
		Subdue				F		
Name	« None		Light		/led	Hvy		Hvy
Lifting	<u>×1</u> 29 lb		×2		×3	<u>×6</u>		<10
Basic Movement	29 ID ×1		58 lb ×0.8		7 lb ×0.6	174 lb ×0.4		0.2
Ground	7 yd		5 yd		yd	2 yd		yd
Water	1 yd		1 yd		yd	1 yd	1	yd
Dodge	10		<u>-1</u>		-2	<u>-3_</u> 7		-4
		115	TING	FEAT	-			
	1-Han		-Hand		ove /	Carry on	S	hift
Name	Lift	-	Lift [†]		ver‡	Back§		ghtly
Basic	58 lb) 2	232 lb		48 lb	435 lb		50 lb
* Takes 2 seconds to			1	‡ Doubl	e with	a running start	hay one	
† Takes 4 seconds t						ec while over X-F	ту епс.	•
A		REACT	ION N	NODIF	IERS	5		
Appearance: + Status: +0	U							
Jaus. TU								
Other: +0* * Conditional: +2								e of
Other: +0* * Conditional: +2 Duty is known, +2	2 from 'Ove	erconfide	nce' whe					e of
Other: +0* * Conditional: +2	2 from 'Ove when expe	erconfide	nce' whe NPCs	n young	or nai	ve individuals, -2		e of
Other: +0* * Conditional: +2 Duty is known, +2 'Overconfidence'	2 from 'Ove when expe	erconfide	nce' whe NPCs	n young	or nai	ve individuals, -2		
Other: +0* * Conditional: +2 Duty is known, +1 'Overconfidence'	2 from 'Ove when expe CU	erconfide erienced	nce' whe NPCs	n young	or nai	ve individuals, -2		e of Pts
Other: +0* * Conditional: +2 Duty is known, +1 'Overconfidence'	2 from 'Ove when expe CU	LTUR	NPCs	n young		ve individuals, -2		Pts
Other: +0* * Conditional: +2 Duty is known, +2 'Overconfidence' Name Western (Nativ	2 from 'Ove when expe CU	LTUR	AL FA	MILIA		ve individuals, -2		Pts 0
Other: +0* * Conditional: +2 Duty is known, +2 'Overconfidence' Name Western (Native Native	2 from 'Ove when expe CU re) {p. B2	erconfide erienced LTUR 23}	AL FA	n young	or nair RITI en	ve individuals, -2		Pts
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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, *1) {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)	[1]
{p. MA182}		

DISADVANTAGES	
Name	Pts
Curious (12 or less, *1) {p. B129}	[-5]
Duty (15 or less (almost always); Extremely Hazardous)	-20]
{p. B134} Enemy (Judge Goodwill; More powerful than the PC; 9 or	-201
less, *1) {p. B135}	-20]
Loner (12 or less, *1) {p. B142}	[-5]
Overconfidence (12 or less, *1) {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]

 _Unused Quirk 5 {p. B163}
 [-1]

 _Unused Quirk 5 {p. B163}
 [-1]

15*

DX+0

2]

Arne 'Börni' Björnson

SKILLS (continu	(hau		
DX based	Level	Relative	Pts
Climbing {p. B183}	18†	DX+3	<u>[</u>]
Driving/TL8 (Motorcycle) {p. B188}	15	DX+0	[2]
Escape {p. B192}	16‡	DX+1	11
Forced Entry {p. B196}	15	DX+0	i 1i
Guns/TL8 (Grenade Launcher)	15	DX+0	i 11
{p. B198}			
Guns/TL8 (Light Anti-Armor Weapon)	15	DX+0	[1]
{p. B198}			
dGuns/TL8 (Light Machine Gun)	16	DX+1	[1]
{p. B198}			
dGuns/TL8 (Pistol) {p. B198}	16	DX+1	[1]
Guns/TL8 (Rifle) {p. B198}	17	DX+2	[4]
dGuns/TL8 (Shotgun) {p. B198}	16	DX+1	[1]
dGuns/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	10	DATI	L <u>-</u> J
Parachuting/TL8 {p. B212}	16	DX+1	[2]
Piloting/TL8 (Glider) {p. B214}	16*	DX+1	[2]
Spear {p. B208}	15	DX+0	i 21
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)	14	IQ+1	[4]
{p. B189}			
Electronics Repair/TL8 (Security)	12	IQ-1	[1]
{p. B190}			
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]
		0.1	[2]
Savoir-Faire (Military) {p. B218}	14	IQ+1	
Soldier/TL8 {p. B221}	13	IQ+0	[2]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222}	13 12	IQ+0 IQ-1	[2] [2]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224}	13 12 12	IQ+0 IQ-1 IQ-1	[2] [2] [2]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222}	13 12 12 14	IQ+0 IQ-1	[2] [2]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224}	13 12 12	IQ+0 IQ-1 IQ-1	[2] [2] [2]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based Observation {p. B211}	13 12 12 14	IQ+0 IQ-1 IQ-1 IQ+1	[2] [2] [2] [4]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based	13 12 12 14 Level	IQ+0 IQ-1 IQ-1 IQ+1 Relative	[2] [2] [2] [4] Pts
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based Observation {p. B211}	13 12 12 14 Level 12	IQ+0 IQ-1 IQ-1 IQ+1 Relative Per-1	[2] [2] [2] [4] Pts [1]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228}	13 12 12 14 Level 12 12 12 12	IQ+0 IQ-1 IQ-1 Per-1 Per-1 Per-1 Per-1	[2] [2] [2] [4] Pts [1] [1]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228} Will based	13 12 12 14 Level 12 12	IQ+0 IQ-1 IQ-1 IQ+1 Relative Per-1 Per-1 Per-1 Relative	[2] [2] [2] [4] Pts [1] [1] [1] [1] Pts
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228}	13 12 14 Level 12 12 12 12 12 Level 14	IQ+0 IQ-1 IQ-1 Per-1 Per-1 Per-1 Per-1	[2] [2] [2] [4] Pts [1] [1] [1] Pts [4]
Soldier/TL8 {p. B221} Strategy (Land) {p. B222} Tactics {p. B224} Traps/TL8 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228} Will based Intimidation {p. B202}	13 12 12 14 Level 12 12 12 12 12 Level 14	IQ+0 IQ-1 IQ-1 IQ+1 Relative Per-1 Per-1 Per-1 Relative Will+1	[2] [2] [2] [4] Pts [1] [1] [1] Pts [4]

					TTACKS	_		_		
Name				Skill	Parry	Damage	Reach	ST	LC	Note
Bite Karata Dura	a la			15	-	1d-1 cr	C	-	-	
Karate: Puno				17	11	1d+1 cr	C			
Karate: Kick Knee Strike				<u>15</u> 17	_	1d+2 cr 1d+2 cr	C,1 C	_		
Neck Snap (11	_	2d-1 cr	C	_		
PARRY	PARRY	BLOCK	DODGE	OTHER		S	CRATCH PAD			
10	10	8	10							
DX	DX	DX	None							
			*							
Eyes DR: 0	Skull DR: 2	Lo		#						
DB: 0	DB: 0	Eye								
Neck	Face	Ne Ski								
DR: 0 DB: 0	DR: 0 DB: 0									
Torso DR: 0	Arr									
DB: 0		20 Arn								
		B: 0 Ha	nds 5							
(+T		lands Leg								
		B:0 Fee								
A			nus DR: <mark>0</mark>							
			nus DB: 0							
	Gro									
	DR: DB:	· · · · · · · · · · · · · · · · · · ·	tes:							
		0								
	Legs									
	DR: 0 DB: 0									
	Feet									
13	DR: 0									
land	DB: 0									
HP	0 HP -1	×HP -2׳	IP -3×HP	-4×HP						
21110980	UTP -1 -1-2-3-4 -12-13		-3× ПР -27 -28 -36 -37 -38 -39							
76543-5	-6 -7 -8 -9 -17 -18		-32 -33 -41 -42 -43 -44							
2 1 -10	-11 -22 -23	-34 -35	-46 -47	-58 -59						
	e cumulative with ea		ffects suffered from	FP loss.						
	Dodge/2 and Move Make a HT roll at -		below 0 vs. uncons	sciousness						
	immediately and at									
-1×HP or less	Do Nothing. Make a HT roll vs.	death immediately	and for every full m	ultiple of HP below						
	0.	doath minioulatory .								
-5×HP or less:	Immediate death.									
	VII "	oss effects are cum ered from HP loss.	ulative with each oth	ner and any effects						
FP	<u>-1-2-3-4</u> loce	than 1/3 FP: Dodg	e/2. Move/2. and S ⁻	[/2 (round up): ST						
1109870	-6 - 7 -8 -9	loss c	loes not effect ST-b	ased quantities,						
1109870	1		as HP and damage a Will roll vs. incap							
1109870]			Do Nothing, on a						
1109870]	any m	laneuver other than							
1109870]	any m critica	ıl failure make an in							
1109870]	any m critica vs. he cause	I failure make an in eart attack; every po es an equal loss of l	int of FP loss HP.						
1109870]	any n critica vs. he cause ×FP or less: Imme	Il failure make an in eart attack; every po es an equal loss of H diate unconsciousn	int of FP loss HP. ess; you can no						
1109870]	any m critica vs. he cause ×FP or less: Imme longe	I failure make an in eart attack; every po es an equal loss of l	int of FP loss HP. ess; you can no						
1109870	-1	any n critica vs. he cause ×FP or less: Imme longe from y	Il failure make an in eart attack; every po es an equal loss of I diate unconsciousn r lose FP, further FI your HP instead.	int of FP loss HP. ess; you can no						
1109870 654325 1	-1	any m critica vs. he cause ×FP or less: Imme longe from y SLAM TABLE	Il failure make an in eart attack; every po es an equal loss of I diate unconsciousn r lose FP, further FI your HP instead.	hint of FP loss HP. ess; you can no P costs are lost						
1109870	-1	any n critica vs. he cause ×FP or less: Imme longe from y	Il failure make an in art attack; every pc is an equal loss of I diate unconsciousn r lose FP, further FI your HP instead.	int of FP loss HP. ess; you can no						

TECHNIQUES						
Name	Level	Relative	Pts			
Choke Hold (Wrestling) {p. MA69,	15	def+1	[2]			
B230}						
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)	12	def+1	[2]			
{p. MA68}						
* 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 G Guns(Shotgun) [1] Guns(Grenade Laund Guns(Light Ant-Armo Guns(Light Machine	cher) [1] or Weapon) [1]	
Military [4]		
Brainwashing [4] +Observation [3]		
Survival [4]		
Urban Survival [1] Running [2] +Jumping [1]		
Fighting [23]		
+Karate [10] (Weil m wenn man Karate erhöh +Wrestling [6] Knee Strike [1] Targeted Attack (Knii Choke Hold (Wrestlin Neck Snap (Wrestlin 22.01.2012: 50 pts	nt=DX+2) fe Thrust/Neck) [2] ng) [2]	Damage Bonus kriegt,
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 Demolit Area Knowledge (Comp Carpentry [1] Intimidation [4] Interogation [4]		
21.01.2012: 50 pts Initial Character Creati	on - Striko Toom In	filtrator
Quirks Krav Maga + 2 Technik 21.01.2012: 0 pts		
POINTS SUMMARY		Pts
Basic Attributes, Second	lary Characteristics	[180]
Advantages, Perks Disadvantages, Quirks		[131] [-75]
Skills, Techniques		[114]
	Total	Points Spent: 350

Unspent Points:

0