

Name: SMG Tank Race: Human Appearance: Player: Spent: 250 Ht: Wt: Age: Unspent: 0

CHARACTER SHEET

ST	12*	[10]	HP	12	[0]	Basic 7 Speed 7	[0]
DX	16	[120]	Will	11	[0]	Basic 7 Move 7	[0]
IQ	11	[20]	Per	12	[5]	BL 29 lb	(S	T×ST)/5
нт	12	[20]	FP	12	[0]		Sw 10	d+2
TL	8					[0]	SM +0		
* Inclu	des: +1 fron	ı 'Ex	tra ST'							

Vision	12	Fright Check 11		High Jump	1.06 yd
Hearing	12	Consciousness 13	*	Money	0†
Touch	12	Death Check 13	‡		
Taste/Smell	12	Broad Jump 4.33 yd			

* Includes: +1 from 'Hard to Subdue'
† Includes: +24100 from 'Steyr TMP, 9x19mm (Very Fine, Signature Gear)', +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)', +1000 from 'Fireproof Suit (Disguised (Custom Built - Ordinary Clothes), Signature
Gear)', +250 from 'Gas Mask (TL 8)', +80 from 'Boots (Signature Gear)', +1000 from
'Concealable Vest (Signature Gear)', +300 from 'Leather Gloves (Signature Gear)', +400 from
'Large Tactical Light (Signature Gear)', +3000 from 'Advanced Night Sight, Add On
(Signature Gear)', +7200 from 'Integral Targeting Laser (Shoulder Arm, Green, Signature
Gear)', +4500 from 'Variable-Power Scope (1.5-4.5, Signature Gear)'
‡ Includes: +1 from 'Hard to Kill'

ENCUMBRANCE 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	10	9	8	7	6		

LIFTING FEATS								
	1-Hand	2-Hand	Shove /	Carry on	Shift			
Name	Lift*	Lift†	Over [‡]	Back [§]	Slightly			
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb			
* Takes 2 second † Takes 4 second			Double with a r Lose 1 FP/sec	unning start while over X-H	y 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 -1 from 'Stubbornness'

TEMPLATES AND META-TRAITS		
Name		Pts
Jujutsu (Martial Arts) {p. MA166} Description: The style described below is a purely unarmed art; bushi would study 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.	[0]
Law Enforcement (Action) {p. A1:5} Description: You're a cop, retired cop, or PI.	[0]
Shooter (Action) {p. A1:14} Description: When asked what you do for a living, you've learned not to answer 'Gunfighter.'	[0]

ADVANTAGES		
Name		Pts
Extra ST 1 (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.	_	05.1
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: 14 (Will+3)		
Luck {p. B66}	1	15]
Signature Gear 4 {p. B85}	[4]

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

DISADVANTAGES		
Name		Pts
Duty (The City of Angels; 15 or less (almost always);	[-20]
Extremely Hazardous, -5) {p. B134}		
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}	[-5]
OHIDKO		

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]
vow (Kill the Rollin' 60s) {p. B163}	_

SKILLS							
DX based	Level	Relative	Pts				
Acrobatics {p. B174}	16	DX+0	[4				
Driving/TL8 (Automobile) {p. B188}	15	DX-1	[1				
Fast-Draw/TL8 (Ammo) {p. B194}	16	DX+0	[1				
Fast-Draw (Long Arm) {p. B194}	16	DX+0	[1				
Fast-Draw (Pistol) {p. B194}	16	DX+0	[1				
Forced Entry (p. B196)	16	DX+0	[1				
dGuns/TL8 (Pistol) {p. B198}	17	DX+1	[1				
dGuns/TL8 (Rifle) {p. B198}	17	DX+1	[1				
dGuns/TL8 (Shotgun) {p. B198}	17	DX+1	[1				
Guns/TL8 (Submachine Gun) {p. B198}	18	DX+2	[4				
Judo {p. B203} Parry: 10	15	DX-1	[2				
Jumping {p. B203}	16	DX+0	[1				
Karate {p. B203} Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 10	15	DX-1	[2				
Liquid Projector/TL8 (Sprayer) {p. B205}	16	DX+0	[1				
Shortsword {p. B209} Parry: 11	17	DX+1	[4				
Stealth {p. B222}	15	DX-1	[1				
Throwing {p. B226}	15	DX-1	[1				
HT based	Level	Relative	Pts				
Running (p. B218)	12	HT+0	[2				
IQ based	Level	Relative	Pts				
Administration (p. B174)	11	IQ+0	[2				
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+1	[4				
Computer Operation/TL8 {p. B184}	11	IQ+0	[1				
Holdout {p. B200}	12	IQ+1	[4				
Law (Police) {p. B204}	11	IQ+0	[4				
Savoir-Faire (Police) {p. B218}	12	IQ+1	[2				
Per based	Level	Relative	Pts				
Observation (p. B211)	13	Per+1	[4				
Observation (p. DZ 11)	13		Ī 4				

SMG Tank Human

	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	10	1d-2 cr	С			
Karate: Kick	13		1d-1 cr	C,1			
Kick	14	_	1d-1 cr	C,1	_	_	
Punch	16	11	1d-2 cr	С	_	_	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Tactical Light (Signature Gear): Swing	17	11	1d+2 cr	1	6	4	
Large Tactical Light (Signature Gear): Thrust	17	11	1d-1 cr	77	6	4	
Shortsword (Disguised (Custom-built - Foldable Umbrella),	17	11	1d+4 cut	1	8	4	
Very Fine, Signature Gear): Swing							
Shortsword (Disguised (Custom-built - Foldable Umbrella),	17	11	1d+1 imp	[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.

10	#
Skull DR: 10 DB: 0 Eyes 2 Neck -	#
DR: 10 DB: 0 DR: 14 DB: 0 DR: 14 DB: 0 DR: 14 DB: 0 Eyes 2 Neck — Skull — Skull — Face — Torso DR: 12/5*+4/1*+23 DB: 0 DR: 8/2*+4/1* Arms 7	#
Hands DR: 4/1*+2* DB: 0 DR: 0 DR: 0 DR: 12/5*+4/1* DB: 0 DR: 12/5F*+4/1* DR: 0 DR:	

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

- $\ensuremath{\mathsf{FP}}$ 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

	HUMANOID HIT LOCATION 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	

- * 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	IOR GAPS TAI	3LE	
Gap	Location	Mod.	∣Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Kr	nee Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			
	and the same of the same		to the state of th		

* Only targetable by impaling attacks; critical hit cripples arm See also: Harsh Realism - Armor Gaps, p. LT101.

TECHNIQUES	3		
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]

SMG Tank Human

Qtv	Civilian	LOAD-OUTS	Cost	Weight
1	Civilian		1000	9 lb
	Contents - Cost: 100 Description: In GCA	00, Weight: 9 lb a "Parent" item can have other tr	raits assigned to it a	s "Children "
	This is essentially a	n organizational structure, allowin	ng you to file multipl	e traits
		parent item if you wish. To make a hild of" The child items will be h		
		ght clicking on the parent and sele		
	Once displayed the	children will be shown in a "tree"	format under the pa	arent. Any
		ed as a parent by right clicking on convenience, as it is automatical		
1	Concealed A		1000	2 lb
		1000, Weight: 2 lb	. 000	
		CA a "Parent" item can have other		
		is essentially an organizational st gether under the parent item if you		
	"child" right click	on it and select "Make Child of"	" The child items wi	II be hidden
		nay show the child items by right on Components." Once displayed the		
	"tree" format und	der the parent. Any item may be as	ssigned as a parent	t by right
		I selecting "Make Parent"; this ent	try is here for conve	enience, as it
1		designated a Parent. ble Vest (Signature	1000	2 lb
		gnature Gear, +0)	1000	2 10
	{p. HT66}	=		
		TL:8 LC:3 DR:12/5* Location:torso	o Notes:[1] Conceal	lable as or
	under clothin	g. [2] Split DR: use the first, higher	er DR against pierci	ng and
	cutting attack Location: tors	s; use the second, lower DR agai	inst all other damag	e types.
1		ature Gear, Free)	0	3 lb
	(_Free, *0) {			
	Description: TL:	LC:4 DR:2* Location:feet Notes:		or under
	clothing. [2] Give Location: feet	e +1 to kicking damage (p. B271).		
1		ves (Signature Gear,	0	_
		e, *0) {p. B284}		
	Description: TL:1	LC: DR:2* Locations: hands		
4	Location: hands	uit (Diaguipad (Oustans	0	A 11-
1		uit (Disguised (Custom ary Clothes), Signature	0	4 lb
	DUIL - LIRGIN	arv Carmest Signature		
	Gear, Free)	(_Free, *0; Disguised		
	Gear, Free) (custom-buil	(_Free, *0; Disguised lt), *5) {p. HT75}	Notes:[4] Use the hir	gher DR
	Gear, Free) (custom-buil Description: TL:7 against burning of	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as		gher DR
	Gear, Free) (custom-buil Description: TL:7	(_Free, *0; Disguised it), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t	or under clothing.	
O t	Gear, Free) (custom-buil Description: TL:7 against burning o Location: full sui	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as	or under clothing.	9 lb
Qty	Gear, Free) (custom-buil Description: TL:7 against burning Location: full sui	(_Free, *0; Disguised it), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t	i 1000 Cost	9 lb Weight
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning Location: full sui Combat » Combat	(_Free, *0; Disguised lt), *5) {p. HT75} r LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t	or under clothing.	gher DR 9 lb Weight 58 lb
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning or Location: full sui	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb .a "Parent" item can have other tr	or under clothing. : 1000 Cost 36130 raits assigned to it a	9 lb Weight 58 lb
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning Location: full sui Combat > Combat > Contents - Cost: 36 Description: In GCA This is essentially a	(_Free, *0; Disguised lt), *5) {p. HT75} r LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb .a "Parent" item can have other tr n organizational structure, allowin	i 1000 Cost 36130 raits assigned to it and you to file multiple	9 lb Weight 58 lb as "Children."
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning a Location: full sui	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb .a "Parent" item can have other tr n organizational structure, allowin arrent item if you wish. To make a hild of" The child items will be h	or under clothing. : 1000 Cost 36130 raits assigned to it a gyou to file multipli right iden by default; yo default; you default; yo default; yo default; you	9 lb Weight 58 lb as "Children." e traits at click on it bu may show
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning Location: full sui Combat Combat Contents - Cost: 36 Description: In GCA This is essentially a together under the p and select "Make CI the child items by rig	(_Free, *0; Disguised lt), *5) {p. HT75} r LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb a "Parent" item can have other tr n organizational structure, allowin parent item if you wish. To make a hild of" The child items will be hild of" The child items will be hight clicking on the parent and sele	in the control of the	9 lb Weight 58 lb as "Children." e traits nt click on it but may show onents."
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full suif "Combat" Combat Sombat Contents - Cost: 36: Description: In GCA This is essentially a together under the p and select "Make Ci the child items by rig Once displayed the	(_Free, *0; Disguised lt), *5) {p. HT75} r LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb 130, Weight: 58 lb s. a "Parent" item can have other tr n organizational structure, allowin barent item if you wish. To make a hild of" The child items will be hight clicking on the parent and selechildren will be shown in a "tree"	t nuder clothing. 1000 Cost 36130 raits assigned to it a g you to file multipl an item a "child" right greated by default; you ecting "Show Comp format under the particular in the particula	9 lb Weight 58 lb as "Children." e traits nt click on it ou may show onents." arent. Any
1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full suif « Combat » Combat Contents - Cost: 36 Description: In GCA This is essentially a together under the pand select "Make Cl the child items by rig Once displayed the item may be assigne	(_Free, *0; Disguised lt), *5) {p. HT75} r LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb a "Parent" item can have other tr n organizational structure, allowin parent item if you wish. To make a hild of" The child items will be hild of" The child items will be hight clicking on the parent and sele	or under clothing. 1000 Cost 36130 raits assigned to it a gyou to file multiplic idden by default; ycecting "Show Comp format under the pe it and selecting "Mily designated a Par	9 lb Weight 58 lb as "Children." e traits nt click on it bu may show onents." arent. Any ake Parent";
Qty 1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full sui "Combat" Combat "Contents - Cost: 36 Description: In GCA This is essentially a together under the p and select "Make Ci the child items by rig Once displayed the item may be assigne this entry is here for Assault Arm	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lba "Parent" item can have other tr n organizational structure, allowin parent item if you wish. To make a hild of" The child items will be hight clicking on the parent and selechildren will be shown in a "tree" ed convenience, as it is automatical or	or under clothing. 1000 Cost 36130 raits assigned to it a gyou to file multipli diden by default; ye ceding "Show Comp format under the pait and selecting "M	9 lb Weight 58 lb as "Children." e traits nt click on it bu may show onents." arent. Any ake Parent";
1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full suif "Combat" Combat Contents - Cost: 36 Description: In GCA This is essentially a together under the p and select "Make Ci the child items by rig Once displayed the item may be assigne this entry is here for Assault Arm Contents - Cost:	(_Free, *0; Disguised lt), *5) {p. HT75} r LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t Totals 130, Weight: 58 lb 131, Weight: 58 lb 132, Weight: 58 lb 133, Weight: 58 lb 134, Weight: 58 lb 135, Weight: 45 lb 135, Weight: 45 lb 135, Weight: 45 lb 136, Weight: 45 lb 137, Weight: 45 lb	crunder clothing. 1000 Cost 36130 raits assigned to it and you to file multiple an item a "child" right didden by default; yoedting "Show Comp format under the paint and selecting "Mily designated a Pau 3910	9 lb Weight 58 lb as "Children." e traits nt click on it ou may show onents." arent. Any ake Parent"; rent. 42.4 lb
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1 1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full sui **Combat** Combat** Combat** Contents - Cost: 36 Description: In GCA This is essentially a together under the p and select "Make Cit the child items by rig Once displayed the item may be assigned this entry is here for Assault Arm Contents - Cost: Description: In G "Children:" This is multiple traits tog "child" right click by default; you n selecting "Show "tree" format unc clicking on it and is automatically of Assault V (Signature Description: Intentify of Ragainst a Location: tors Assault V (Signature (Signature +0) {p. H1 Description: Location: tors Ballistic H (Signature Per Unit - Co Contents - CC Description: Location: server Ballistic Ballistic	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t	or under clothing. 1000 Cost 36130 aits assigned to it a gyou to file multiple in item a "child" right idden by default; ye ceting "Show Comp format under the pa it and selecting "M ly designated a Par 3910 er traits assigned to ructure, allowing yo u wish. To make an "The child items wi clicking on the pare children aid a parentry is here for converse to the service of the	9 lb Weight 58 lb ss "Children." e traits nt click on it ou may show onents." arent. Any lake Parent"; rent. 42.4 lb it as ou to file item a ll be hidden nt and nown in a t by right enience, as it
1 1 1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full sui **Combat** Combat** Combat** Combat* Contents - Cost: 36 Description: In GCA This is essentially a together under the p and select "Make Cit the child items by rig Once displayed the item may be assigne this entry is here for Assault Arm Contents - Cost: Description: In G "Children." This is multiple traits tog "child" right click by default; youn selecting "Show "tree" format unc clicking on it and is automatically of Assault V (Signature Description: Intentify of the first, high DR against a Location: tors Assault V (Signature +0) {p. H1 Description: Location: tors Ballistic H (Signature Per Unit - Co Contents - Cc Description: Location: services Ballistic (Signature Signature Per Unit - Co Contents - Cc Contents -	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t	or under clothing. 1000 Cost 36130 aits assigned to it a gyou to file multiplication of the multiplication o	9 lb Weight 58 lb as "Children." e traits nt click on it bu may show onents." arent. Any ake Parent"; rent. 42.4 lb it as bu to file item a ill be hidden nt and nown in a t by right enience, as it
1 1 1	Gear, Free) (custom-buil Description: TL:7 against burning of Location: full sui "Combat" Combat "Contents - Cost: 36 Description: In GCA This is essentially a together under the p and select "Make Cl the child items by rig Once displayed the item may be assigne this entry is here for Assault Arm Contents - Cost: Description: In G "Children." This in multiple traits tog "child" right click by default; youn selecting "Show "tree" format unc clicking on it and is automatically of Assault V (Signature Description: the first, high DR against a Location: tors Assault V (Signature +0) {p. H] Description: Location: tors Ballistic H (Signature Per Unit - Co Contents - Co Description: Location: State Ballistic (Signat Gear, +	(_Free, *0; Disguised lt), *5) {p. HT75} 7 LC:4 DR:4/1* Location:full suit N damage only. [5] Concealable as t	or under clothing. : 1000 Cost 36130 raits assigned to it a gyou to file multiplication of the control of th	9 lb Weight 58 lb as "Children." e traits nt click on it bu may show onents." arent. Any ake Parent"; rent. 42.4 lb it as bu to file item a ill be hidden nt and nown in a t by right enience, as it

	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1 1	Assault Armor Ballistic Leggings (Signature	3910 400	42.4 lb 8 lb
•	Gear) (Signature Gear, +0)	400	O ID
	{p. HT68} Description: TL:8 LC:4 DR:12/5F* Location:legs Note	e:[1] Snlit DR	tuse the
	first, higher DR against piercing and cutting attacks; against all other damage types.		
1	Location: legs	200	5 lb
•	DAP (Signature Gear) (Signature Gear, +0) {p. HT68}	200	OID
	Description: TL:8 LC:4 DR:8/2* Location:arms Notes: higher DR against piercing and cutting attacks; use the against all other damage types.		
1	Location: arms Fireproof Suit (Disguised (Custom	1000	4 lb
	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 Note	es:[4] Use the	higher DR
	against burning 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).	Officii/Taste.	[0] Cives
1	Location: eyes, face Boots (Signature Gear)	80	3 lb
•	(Signature Gear, +0) {p. HT68}	00	0 10
	Description: TL:5 LC:4 DR:2* Location:feet Notes:[1]	Concealable	as or under
	clothing. [2] Give +1 to kicking damage (p. B271). Location: feet		
1	Leather Gloves (Signature Gear)	30	_
	(Signature Gear, +0) {p. B284} Description: TL:1 LC: DR:2* Locations: hands		
	Location: hands		
1	Load-Bearing Vest (p. HT54)	120	1 lb
	Description: Load-Bearing Vest (TL7). The modern assa Vietnam War, and becomes popular in the late 1980s an	nong SWAT t	eams and
	the like. An LBV is easier to take on and off – and the ge torso, which protects the contents when wading in water		
	cumbersome in tight spots, which is important to tankers	and aircrew.	It's
	designed to hold 20-30 lbs. of gear. Modern body armor pouches and attachment points, making it equivalent to a		
	seconds to don or remove. \$30, 2 lbs. LC4. Usernotes: Habe Tech Level 8 Version "erfunden" und d	en Preis verv	ierfacht
	dafür Gewicht von 2 lbs auf 1 lbs gesenkt. Gibt es so ab	er im HT Bucl	n nicht!
1	Weapons Contents - Cost: 32100, Weight: 14.6 lb	32100	14.6 lb
	Description: In GCA a "Parent" item can have other traits		
	"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 oby default; you may show the child items by right clicking		
	selecting "Show Components." Once displayed the child	ren will be sh	own in a
	"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.		
1	Shortsword (Disguised (Custom- built - Foldable Umbrella), Very	8000	2 lb
	Fine, Signature Gear) (Signature		
	Gear, +0; Disguised (custom-		
	built), *5; Very Fine Quality, *4)		
	{p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Rea	ach:1 Parry:0	ST·8
	Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1		01.0
2	Skill:Shortsword] Steyr TMP, 9x19mm (Very Fine,	24100	12.6 lb
_	Signature Gear) (Signature Gear,	21100	12.010
	+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: 12100, Weight: 5 lb Description: TL:8 LC:2 Ammo:1 lb. Damage:2d+2 pi /	Acc:2 Range:	160/1800
	RoF:15 Shots:30+1(3) ST:8† Bulk:-2 Rcl:2 Skill:Guns		
	Notes: Usernotes: -1 Bulk from Scope (Edited in the weapor	istats).	
	Steyr TMP, 9x19mm Parabellum (Austria, 1993-2001)	ht clock
	The Taktische Maschinenpistole (tactical machine pie weapon resembling a large pistol with a foregrip. At 1	2" overall len	gth, it was
	easy to conceal, and several units adopted it for bodhanded: ST 10, Rcl 3. With a 15-round magazine: W	guard duties	. If fired one-

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SMG Tank Human

	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
2	Steyr TMP, 9x19mm (Very Fine,	24100	12.6 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}		
2	Variable-Power Scope (1.5-4.5,	4500	4 lb
	Signature Gear) (Signature		
	Gear, +0) {p. HT155}		
	Per Unit - Cost: 750, Weight: 1 lb		
	Contents - Cost: 3000, Weight: 2 lb		
	Description: -1 to Bulk	0000	0 11-
2	Advanced Night Sight, Add	3000	2 lb
	On (Signature Gear)		
	(Signature Gear, +0)		
	{p. HT156}		
	Per Unit - Cost: 1500, Weight: 1 lb Description: Advanced Night Sight, Add-On (TI 8) This acc	accory adde
	Night Vision 7 to the benefits of another scor		
	2*XS/90 hrs. LC3.		, -,
2	Integral Targeting Laser	7200	_
	(Shoulder Arm, Green,		
	Signature Gear) (Signature		
	Signature Gear) (Signature		
	Gear, +0) {p. HT157}		
	Gear, +0) {p. HT157} Per Unit - Cost: 3600		
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder	Arm) (TL8). A	built-in
	Gear, +0) {p. HT157} Per Unit - Cost: 3600	Arm) (TL8). A J., 2*XS/100 hr	built-in s. LC3.
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder targeting laser with a 750-yard range. \$900, neg	Arm) (TL8). A l j., 2*XS/100 hr 400	built-in s. LC3.
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder targeting laser with a 750-yard range. \$900, neg Green -> Price * 4, Range * 2	j., 2*XS/100 hr	s. LC3.
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder targeting laser with a 750-yard range. \$900, neg Green -> Price * 4, Range * 2 Large Tactical Light/TL8 (Signature Gear) (Signature	j., 2*XS/100 hr	s. LC3.
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz	J., 2*XS/100 hr	s. LC3. 1 lb
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr	400 Reach:1 Parry	s. LC3. 1 lb
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL: 0 LC4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr or Reacle	400 Reach:1 Parry	s. LC3. 1 lb
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr	400 Reach:1 Parry	s. LC3. 1 lb
2	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL: 0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr cr Reac Skill:Shortsword] Large Tactical Light (TL8). 100	400 Reach:1 Parry	s. LC3. 1 lb
2 Qty	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz 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.	Reach:1 Parry:0 ST -yard beam.	s. LC3. 1 lb ::0 ST:6 :6
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr cr Reac Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4.	Reach:1 Parry:0 ST l-yard beam.	1 lb
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr cr Reaci Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Contents - Cost: 19180, Weight: 2 lb	Reach:1 Parry:0 ST -yard beam. 36130 Cost 19180	1 lb 3:0 ST:6 6 58 lb Weight 2 lb
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL: 0 LC4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr cr Reacl Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a	Reach:1 Parry: 1-1 Parry:0 ST 1-1 Pa	58 lb Weight 2 lb s "Children."
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr or Reaci Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo	Reach:1 Parry:0 ST -yard beam. 36130 Cost 19180 assigned to it a	s. LC3. 1 lb 1:0 ST:6 58 lb Weight 2 lb s "Children." e traits
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: Tt: 0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr cr React Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder	Reach:1 Parry: 400 Reach:1 Parry:0 ST 0-yard beam. 36130 Cost 19180 assigned to it a u to file multipl m a "child" right by default; yo default; yo default; yo default; yo	s. LC3. 1 lb 1 l
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr or Reaci Skill:Shortsword], [Mode:thrust Dam:thr or Reaci Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo 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	Reach:1 Parry h:1 Parry:0 ST h-yard beam. 36130 Cost 19180 assigned to it a u to file multipl m a "child" righ by default; yo g "Show Comp	s. LC3. 1 lb 1:0 ST:6 58 lb Weight 2 lb s "Children." e traits tt click on it tu may show onents."
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr cr Reac Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo 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:	Reach:1 Parry:0 ST -yard beam. 36130 Cost 19180 assigned to it a u to file multipl m a "child" righ by default; yo "Show Comp at under the part of	s. LC3. 1 lb 1:0 ST:6 58 lb Weight 2 lb 1:0 S "Children." 2 traits 2 lict click on it 3 un may show onents." 3 urent. Any
	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw or Skill:Shortsword], [Mode:thrust Dam:thr or Reaci Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo 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: item may be assigned as a parent by right clicking on it and the child item by by sight clicking on it and the child the children will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items by bright clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be shown in a "tree" form: item may be assigned as a parent by right clicking on it and the child items will be sho	Reach:1 Parry: 400 Reach:1 Parry:0 ST 0-yard beam. 36130 Cost 19180 assigned to it a u to file multiple in by default; yo g "Show Comp at under the pad selecting "M	58 lb Weight 2 lb s "Children." e traits ut click on it u may show onents." urrent. Any ake Parent";
Qty 1	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr or Read Skill:Shortsword], [Mode:thrust Dam:thr or Read Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo 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: item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de	Reach:1 Parry: 400 Reach:1 Parry:0 ST 0-yard beam. 36130 Cost 19180 assigned to it a u to file multiple in by default; yo g "Show Comp at under the pad selecting "M	58 lb Weight 2 lb s "Children." e traits ut click on it u may show onents." urrent. Any ake Parent";
Qty 1	Gear, +0) {p. HT157} Per Unit - Cost: 3600 Description: Integral Targeting Laser (Shoulder 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} Per Unit - Cost: 200, Weight: 8 oz Description: TL:0 LC:4, [Mode:swing Dam:sw cr Skill:Shortsword], [Mode:thrust Dam:thr or Read Skill:Shortsword], [Mode:thrust Dam:thr or Read Skill:Shortsword] Large Tactical Light (TL8). 100 \$200, 0.5 lb., 4¥XS/2 hrs. LC4. Totals: Hideout Hideout Contents - Cost: 19180, Weight: 2 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo 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: item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de	Reach:1 Parry h:1 Parry:0 ST 0-yard beam. 36130 Cost 19180 assigned to it a u to file multipl m a "child" righ b by default; yo g "Show Comp at under the pa d selecting "M signated a Par	58 lb Weight 2 lb s "Children." e traits ut click on it u may show onents." urrent. Any ake Parent";
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1	SCRATCH PAD
4	
	CAMPAIGN LOG
	Points: (logged) $0 + (other) 0 = (total) 0$
	Initial Character Creation - Strike Team / GURPS Action
	Lens, 20 Punkte
	4 Law(Police) - Muss man nehmen
	Lens - 20 Punkte
	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 [71]
Disadvantages, Quirks [-55]
Skills, Techniques [59]
Total Points Spent:	250
Unspent Points:	0