



CHARACTER SHEET

Name: Sean Decker
Race: Human
Appearance:

Player: Cal
Ht: 6'2" Wt: 220 Age: 30 Spent: 204
Unspent: 0

ST 12 [20]	HP 12 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 11 [5]	BL 29 lb (ST×ST)/5
HT 12* [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2
TL 9 [0]	SM +0	

* Conditional: +1 from 'Fit'

Vision 12*	Fright Check 12†	High Jump 2.17 ft
Hearing 11	Consciousness 14‡	Money -24917
Touch 11	Death Check 13§	
Taste/Smell 11	Broad Jump 3 yd	

* Includes: +1 from 'Acute Vision' ‡ Includes: +1 from 'Fit', +1 from 'Hard to Subdue'
† Includes: +2 from 'Combat Reflexes' § Includes: +1 from 'Fit'

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

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
12*	10*		9/10*	0
Boxing	DX		Light	Torso

* Includes: +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -1 from 'Stubbornness'

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Russian	Accented	Literate	[4]
Spanish	Accented	Literate	[4]

ADVANTAGES	
Name	Pts
Acute Vision 1 <small>Roll: 12 (Vision)</small>	[2]
Combat Reflexes	[15]
Daredevil	[15]
Enhanced Parry 1 (bare hands)	[5]
Fit	[5]
Hard to Subdue 1	[2]
High Pain Threshold <small>Roll to ignore pain: 13 (Will+3)</small>	[10]
Zeroed	[10]

PERKS	
Name	Pts
Alcohol Tolerance	[1]
Sure-Footed (Uneven)	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Professional)	[-5]
Duty (Sollerin Corporation; 15 or less (almost always); Extremely Hazardous)	[-20]
Light Sleeper	[-5]
Overconfidence (12 or less)	[-5]

DISADVANTAGES (continued)	
Name	Pts
Stubbornness	[-5]

QUIRKS	
Name	Pts
Expression ("No problem. I got this.")	[-1]
Likes Scotch	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	12	DX+0	[4]
Acting	11	IQ+1	[4]
Boxing <small>Parry: 12</small>	14*	DX+2	[8]
Breath Control	10	HT-2	[1]
Computer Operation/TL9	10	IQ+0	[1]
Detect Lies	11	Per+0	[4]
Driving/TL9 (Automobile)	12	DX+0	[2]
Driving/TL9 (Motorcycle)	12	DX+0	[2]
Electronics Operation/TL9 (Security)	10	IQ+0	[2]
Electronics Repair/TL9 (Security)	10	IQ+0	[2]
Fast-Draw (Knife)	13†	DX+1	[1]
Fast-Draw (Pistol)	13†	DX+1	[1]
Forced Entry	12	DX+0	[1]
Guns/TL9 (Gyroc)	14	DX+2	[4]
Guns/TL9 (Rifle)	14	DX+2	[4]
Interrogation	10	IQ+0	[2]
Intimidation	11	Will+1	[4]
Jumping	12	DX+0	[1]
Knife <small>Parry: 9</small>	12	DX+0	[1]
Observation	12‡	Per+1	[2]
Parachuting/TL9	12	DX+0	[1]
Photography/TL9	10	IQ+0	[2]
Scuba/TL9	9	IQ-1	[1]
Search	11	Per+0	[2]
Shadowing	10	IQ+0	[2]
Soldier/TL9	10	IQ+0	[2]
Stealth	12	DX+0	[2]
Swimming	12	HT+0	[1]
Tactics	10	IQ+0	[4]
Wrestling <small>Parry: 10</small>	11*	DX-1	[1]

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics)	12	def+6	[6]
Aggressive Parry (Boxing) <small>Parry: 13</small>	12	def+1	[2]
Counterattack (Boxing)	14	def+5	[6]
Targeted Attack (Boxing Punch/Face)	12	def+3	[4]

* Includes: Enhanced Parry (bare hands) ‡ Includes: +1 from 'Acute Vision'
† Includes: +1 from 'Combat Reflexes'

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Sniper Railgun, 7mm Per Unit - Cost: 18000, Weight: 20 lb Contents - Cost: 8000.96, Weight: 2.1 lb Description: TL:9 LC:2 [Mode:w/o bipod Damage:6dx2 (3) pi Acc:7+3 Range:2400/10000 RoF:1 Shots:30(3) ST:11B† Bulk:-6 Rcl:2 Skill:Guns (Rifle) Notes:[4]], [4] Powered by a D cell. The weapon's power cell provides enough energy for firing its specified number of Shots, and is included in the weight. Notes: [4][4]	26000.96	22.1 lb
4	7mm Electromag Gun Ammunition Per Unit - Cost: 0.24, Weight: 6.14 dr Description: TL:10 LC:3	0.96	1.54 oz
1	Enhanced Targeting System	8000	2 lb
1	Straight Razor Description: TL:5 LC:4 Damage:thr-2 cut Reach:C Parry:No ST:4 Skill:Knife	30	1.6 oz
1	Stun Gun Description: TL:8 LC:4, Dam:HT-3(0.5) aff Reach:C,1 Parry:0 ST:2 Skill:Brawling, DX Notes: [5] On a failed HT roll, victim is stunned for as long as weapon is in contact plus (20-HT) seconds longer, and then can roll vs. HT-3 to recover. Notes: [5]	100	1 lb
1	Switchblade	200	8 oz
1	Zap Glove Description: TL:9 LC:4 [Mode:stun Damage:HT-6 (2) aff Reach:C Parry:No ST:2 Skill:Boxing, Brawling, Karate, DX], [Mode:kill Damage:2d burn Reach:C Parry:No ST:2 Skill:Boxing, Brawling, Karate, DX]	400	1 lb