

Name: Sean Decker Race: Human Appearance:

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

ST 12	[20]	HP 12	[0]	Basic Speed 6	1	01	DISADVANTAGES (d	continued)	_
	[20]	111 12			L	01	Name			Pt
DX 12	[40]	Will 10	[0]	Basic Move 6]	01	Stubbornness			[•
					•		QUIRKS			
IQ 10	[0]	Per 11	[5]	BL 29	lb		Name			Pt
				Thr	(ST Sw	F×ST)/5	Expression ("No problem. I got this.")			[·
HT 12 [*]	[20]	FP 12	[0]	1d-1	1d	+2	Likes Scotch			_ [·
							SKILLS			
TL 9			[0]	SM +0			Name	Level	Relative	Pt
* Conditional: +1 f	rom 'Fit'						Acrobatics	12	DX+0	[
							Acting	11	IQ+1	[
Vision		Fright Check	12†	High Jun		7 ft	Boxing	14*	DX+2	[
Hearing		Consciousness		Money	-249	917	Parry: 12 Breath Control	10	HT-2	г
Touch Taste/Smell		Death Check Broad Jump	13 <mark>9</mark>				Computer Operation/TL9	10	IQ+0	
* Includes: +1 fron			3 yd	from 'Fit', +1 f	rom 'Hard to		Detect Lies	11	Per+0	+
† Includes: +2 fror					IUIII Halu lu		Driving/TL9 (Automobile)	12	DX+0	[
			cludes: +1	from 'Fit'			Driving/TL9 (Motorcycle)	12	DX+0	[
ЦБ							Electronics Operation/TL9 (Security)	10	IQ+0	-L
HP	3,	0, -12, -24, -36, -48,	<u>-60</u> FP		3,	0, -12	Electronics Repair/TL9 (Security)	10	IQ+0	ſ
	FI	CUMBRANC		E			Fast-Draw (Knife)	13†	DX+1	Î.
Name	None	« Light »	Med	∟ Hvy	X-1	Hvy	Fast-Draw (Pistol)	13†	DX+1	Ì
Basic	29 lb	58 lb	87 lb	174 1		0 lb	Forced Entry	12	DX+0	Ì
Ground	6 yd	4 yd	3 yd	2 yd		yd	Guns/TL9 (Gyroc)	14	DX+2	Ì
Water	0yd 1yd	1 yd	1 yd	2 <u>yd</u> 1 yd		yd	Guns/TL9 (Rifle)	14	DX+2	Ì
Dodge	10	9	8	7		6	Interrogation	10	IQ+0	[
						-	Intimidation	11	Will+1	[
PARRY	PARRY	BLOCK	D	ODGE	DR		Jumping	12	DX+0	[
12*	10*			9/10*	0		Knife	12	DX+0	[
Boxing	DX			Light	Toroc		Parry: 9	10+		-
* Includes: +1 fron		ixes'		Ligni	Torso	,	Observation	12‡	Per+1	Ļ
							Parachuting/TL9	12	DX+0 IQ+0]
•		EACTION MO	DIFIERS	j			Photography/TL9 Scuba/TL9	9	IQ+0	
Appearance:	+0						Search	11	Per+0	
Status: +0							Shadowing	10	IQ+0	[
Other: +0*	2 from 'Ouoroo	nfidence' when your	a or poivo i	individuala 0	from		Soldier/TL9	10	IQ+0	
		enced NPCs, -1 from			nom		Stealth	12	DX+0	ſ
		LANGUAG					Swimming	12	HT+0	ł
Nomo				Writter	-	Pts	Tactics	10	IQ+0	1
Name English (Nativ	(0)		oken ative	Native		01	Wrestling	11*	DX-1	ī
Russian	/e)		cented	Literate		41	Parry: 10			
Spanish			cented	Literate		41		udes: +1 from	'Acute Vision'	
opanish				LICIAR		J	† Includes: +1 from 'Combat Reflexes'			
		ADVANTA	GES				TECHNIQUE	S		
Name						Pts	Name	Level	Relative	Pt
Acute Vision	1				[2]	Acrobatic Stand (Acrobatics)	12	def+6	[
Roll: 12 (Vision) Combat Refle	NAC				г	15]	Aggressive Parry (Boxing)	12	def+1	[
Daredevil	5769				L	15]	Parry: 13 Counterattook (Poving)	14	def. F	r
Enhanced Pa	rry 1 (baro	hands)			Г	5]	Counterattack (Boxing) Targeted Attack (Boxing Punch/Face)	14	def+5 def+3	-
Fit	uny i (Dale				L [51	Targeleu Allack (Duxing Funch/Face)	12	uer+3	L
Hard to Subd	ue 1				Ī	2]				
High Pain Th					L	10]				
Roll to ignore pain					L					
Zeroed					[10]				
		PERKS								
Name		FERNJ				Pts				
Alcohol Toler	ance				Г	1]				
Sure-Footed					L T	11				
					L					
		DISADVANT	AGES							
Name						Pts				
Code of Hone						-5]				
	Corporatio	n; 15 or less (a	lmost al	ways);	[-20]				
Extremely Ha	zardous)				-					
	zardous)				[-5] -5]				

Phoenix 1.35 (2010-02-27) [http://www.motoslave.net/thom/gca/phoenix/]

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Aggressive Parry (Boxing)	12	13	1d-3 cr	С	-	-	
Bite	12	-	1d-2 cr	С	-	-	
Boxing	14	12	1d cr	С	-	-	
Brass Knuckles	14	12	1d+1 cr	С	-	4	[3]
Kick	10	-	1d-1 cr	C,1	-	-	
Sap	12	-	1d-1 cr	С	7	4	
Small Knife: swing	12	9	1d-1 cut	C,1	5	4	
Small Knife: thrust	12	9	1d-2 imp	C	5	4	[1]
Straight Razor	12	_	1d-3 cut	С	4	4	
Stun Gun	12	10	HT-3(0.5) aff	C,1	2	4	[5]
Switchblade	12	10	1d-1 cut	C,1	5	3	
Zap Glove: stun	14		HT-6(2) aff	C	2	4	
Zap Glove: kill	14	-	2d burn	Ū.	2	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Gyroc LSW, 15mm	14	6d pi++	2	1.08 mi	10	30(5)	10†	-4	1	1	
Gyroc Pistol, 15mm	14	6d pi++	1	1.08 mi	3	4(3i)	9	-2	1	3	
Small Knife	8	1d-2 imp	—	6 yd / 12 yd	1	T(1)	5	-1	-	4	
Sniper Railgun, 7mm: w/o bipod	14	6dx2(3) pi	7+3	1.36 mi / 5.68 mi	1	30(3)	11B†	-6	2	2	[4]
Sniper Railgun, 7mm: w/ bipod	14	6dx2(3) pi	7+3	1.36 mi / 5.68 mi	1	30(3)	8B†	-6	2	2	[4]

HUMANOID HIT LOCATION TABLE							EQUIPMENT		
Roll	Location	Penalty		Location	Penalty	Qty	Item	Cost	Weight
3–4	Skull	-7	13–14	Left Leg	-2	1	Armored Shades (TL 9)	100	1.6 oz
5	Face	-5	15	Hand	-4		Description: TL:9 LC:4 DR:10 Location:eyes		
6–7	Right Leg	-2	16	Foot	-4	1	Brass Knuckles	10	4 oz
8	Right Arm	-2	17–18	Neck	-5	'	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST: Skil		
9–10	Torso	-	-	Vitals*	-3		DX Notes: [3] Brawling increases all unarmed damage; claws	and Karate im	prove
11	Groin	-3	-	Eye*	-9		damage with punches and kicks (claws don't affect damage w		
12	Left Arm	-2					boots); Boxing improves punching damage. Calculated damage these skill bonuses.	je takes mto a	ccount
	table by impaling, pie						Notes: [3]		
For complet Table, p. B5		<i>it Location</i> , p. B	398, and <i>Hun</i>	nan and Humanoid Hit	Location	1	Electronic Lockpicks	1500	3 lb
						1	Description: TL:7 Notes: +2 to pick electronic locks.	100	0.16
	SUMMARY				Pts		Filter Mask Description: TL:9 LC:4 DR:10 Location:eyes, face	100	3 lb
	ributes, Second	lary Charac	cteristics		[85]		Location: eyes, face		
	ges, Perks				[74]	1	Gyroc LSW, 15mm	1516	13 lb
Disadvar	ntages, Quirks				[-42]		Per Unit - Cost: 1400, Weight: 12 lb		
Skills, Te	chniques				[87]		Contents - Cost: 116, Weight: 1 lb	- E-40 Ob - 4- 0	
			Total	Points Spent:	204		Description: TL:9 LC:1 Damage:6d pi++ Acc:2 Range:1900 R Bulk:-4 Rcl:1 Skill:Guns (Gyroc)	OF: TU Shots:30	J(5) ST:TUT
				spent Points:	0	2	15mm Micromissile	100	3.2 oz
				•			Per Unit - Cost: 50, Weight: 1.6 oz		
		SCRAT	CH PAD				Description: TL:9 LC:3		
						4	15mmCL Conventional Ammunition	16	12.8 oz
							Per Unit - Cost: 4, Weight: 3.2 oz Description: TL:9 LC:3		
						1	Gyroc Pistol, 15mm	202.4	1.12 lb
							Per Unit - Cost: 200, Weight: 1 lb		
							Contents - Cost: 2.4, Weight: 1.92 oz		
							Description: TL:9 LC:3 Damage:6d pi++ Acc:1 Range:1900 R Bulk:-2 Rcl:1 Skill:Guns (Gyroc)	oF:3 Shots:4(3	si) ST:9
						2	15mmCLP Conventional Ammunition	2.4	1.92 oz
						-	Per Unit - Cost: 1.2, Weight: 15.36 dr	<u> </u>	1.52 02
							Description: TL:9 LC:3		
						1	Gyroc Pistol, 15mm (Ammunition)	8	6.4 oz
						1	Holster, Shoulder	50	1 lb
							Description: TL:5 Notes: Allows use of Holdout, but gives -1 to		
						1	Reflex Trousers	280	2.8 lb
							Description: TL:9 LC:3 DR:12/4* Location:groin, legs Notes:*F Location: groin, legs	-lexible	
						1	Reflex Vest	300	2 lb
							Description: TL:9 LC:3 DR:12/4* Location:torso Notes:*Flexib		
							Location: torso		
						1	Sap	20	1 lb
						0	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:No ST:7 Sk		
						2	Small Knife Per Unit - Cost: 30, Weight: 8 oz	60	1 lb
							Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 R	ange:ST*0.5/S	T*1 RoF:1
							Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C	0,1 Parry:-1 ST	:5
							Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST: Can be thrown. See Muscle Powered Ranged Weapon Table		otes: [1]
							Notes: [[1]]	(p. 275)]	
						1	Sneakers (Black)	40	2 lb
							Description: TL:6 LC:4 DR:1* Location:feet Notes:[1] Conceal		
							Location: feet		

	EQUIPMENT (continued)		
Qty	Item	Cost	Weight
1	Sniper Railgun, 7mm	26000.96	22.1 lb
	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) p Range:2400/10000 RoF:1 Shots:30(3) ST:11B† Bulk:-6 Rc		
	Notes:[4]], [4] Powered by a D cell. The weapon's power ce		
	for firing its specified number of Shots, and is included in th		, , , , , , , , , , , , , , , , , , ,
	Notes: [4] [4]		
4	7mm Electromag Gun Ammunition	0.96	1.54 oz
	Per Unit - Cost: 0.24, Weight: 6.14 dr		
	Description: TL:10 LC:3		
1	Enhanced Targeting System	8000	2 lb
1	Straight Razor	30	1.6 oz
	Description: TL:5 LC:4 Damage:thr-2 cut Reach:C Parry:No		
1	Stun Gun	100	1 lb
	Description: TL:8 LC:4, Dam:HT-3(0.5) aff Reach:C,1 Parry		
	Notes: [5] On a failed HT roll, victim is stunned for as long a (20-HT) seconds longer, and then can roll vs. HT-3 to recov		ontact plus
	Notes: [5]	vei.	
1	Switchblade	200	8 oz
1	Zap Glove	400	1 lb
	Description: TL:9 LC:4 [Mode:stun Damage:HT-6 (2) aff Re	ach:C Parry:No S	ST:2
	Skill:Boxing, Brawling, Karate, DX], [Mode:kill Damage:2d b		
	Skill:Boxing, Brawling, Karate, DX]		