



Name: Mario Igarruti
Race: Human
Appearance: Guapo, seductor, con clase

Player: Ht: 1,79 Wt: 68 Age: 28
Spent: 521
Unspent: -371

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 5,5	[0]
DX 11	[20]	Will 11	[0]	Basic Move 5	[0]
IQ 11	[20]	Per 11	[0]	BL 9 kg	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-2	Sw 1d

TL 3	[0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 11	High Jump 50 cm
Touch 11	Consciousness 11	Broad Jump 2.33 m

HP	o HP	-1×HP	-2×HP	-3×HP	-4×HP
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FP	o FP
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} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.	

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	9 kg	18 kg	27 kg	54 kg	90 kg
Ground	4.57 m	3.66 m	2.74 m	1.83 m	91.44 cm
Water	91.44 cm	91.44 cm	91.44 cm	91.44 cm	91.44 cm
Jump	4.57 m	3.66 m	2.74 m	1.83 m	91.44 cm
Dodge	8	7	6	5	4

REACTION MODIFIERS	
Appearance: +2* / +4†	
* Unappealing: +2 from 'Appearance'	
† Appealing: +4 from 'Appearance'	
Status: +0	
Other: +0‡	
‡ Cond. +2 from 'Smooth Operator'	

ADVANTAGES	
Name	Pts
Appearance (Beautiful)	[12]
Contact Group (Prostitución; Effective Skill 12; 12 or less; Somewhat Reliable)	[10]
Damage Resistance 25 (Affects Others (+1); Area Effect (32 m); Costs Fatigue (+10); Force Field; Reduced Duration (1/60 duration); Super; Trigger (Occasional)) Radius: 29.26 m	[369]
Leech (10HP/sec; Electrical Only; Steal FP (only drains FP))	[34]
Smooth Operator 2	[30]

DISADVANTAGES	
Name	Pts
Guilt Complex (La gente que no pudo salvar)	[-5]
Nightmares (12 or less)	[-5]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	11	—	1d-3 cr	C	—	—	
Kick	9	—	1d-2 cr	C,1	—	—	
Leech	—	—	10 FP	C	—	—	
Punch	11	8	1d-3 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC Notes
IMI Desert Eagle, .50 AE	12	4d pi+	2	201.17 m / 2.29 km	3	7+1(3)	12	-4	4	2.1	3 [1]

SKILLS

Name	Level	Relative	Pts
Acting	12*	IQ+1	[1]
Carousing	13*	HT+2	[1]
Connoisseur (Literature)	10	IQ-1	[1]
Driving/TL3 (Automobile)	10	DX-1	[1]
Erotic Art (Human)	10	DX-1	[1]
Fast-Talk	12*	IQ+1	[1]
Forced Entry	11	DX+0	[1]
Gambling	10	IQ-1	[1]
Guns/TL3 (Pistol)	14	DX+3	[8]
Interrogation	10	IQ-1	[1]
Intimidation	12*	Will+1	[1]
Public Speaking	12*	IQ+1	[1]
Savoir-Faire (High Society)	13*	IQ+2	[1]
Sex Appeal (Human)	16†	HT+5	[1]
Soldier/TL3	12	IQ+1	[4]
Tactics	9	IQ-2	[1]

* +2 from 'Smooth Operator'

† +2 from 'Smooth Operator', +4 from 'Appearance'

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	7/8	
DX	DX	DX	Light	

<div> <div>Eyes</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Skull</div> <div>DR: 2</div> <div>DB: 0</div> </div> <div> <div>Neck</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Face</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Torso</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Arms</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Hands</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Groin</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Legs</div> <div>DR: 0</div> <div>DB: 0</div> </div> <div> <div>Feet</div> <div>DR: 0</div> <div>DB: 0</div> </div>	<div>Loc.</div> <div>Eyes</div> <div>Neck</div> <div>Skull</div> <div>Face</div> <div>Torso</div> <div>Groin</div> <div>Arms</div> <div>Hands</div> <div>Legs</div> <div>Feet</div> <div>Bonus DR: 25*</div> <div>Bonus DB: 0</div> <div>Notes:</div>	<div>HP</div> <div>2</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div> <div>6</div> <div>4</div> <div>6</div> <div>4</div> <div></div> <div></div> <div></div>	<div>#</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
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* +25 from 'Damage Resistance'

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	2.54 cm	-5	+5	13.72 m
0	-10	3.81 cm	-6	+6	18.29 m
0	-9	5.08 cm	-7	+7	27.43 m
0	-8	7.62 cm	-8	+8	45.72 m
0	-7	12.7 cm	-9	+9	64.01 m
0	-6	20.32 cm	-10	+10	91.44 m
0	-5	30.48 cm	-11	+11	137.16 m
0	-4	45.72 cm	-12	+12	182.88 m
0	-3	60.96 cm	-13	+13	274.32 m
0	-2	91.44 cm	-14	+14	457.2 m
0	-1	1.37 m	-15	+15	640.08 m
0	0	1.83 m	-16	+16	914.4 m
-1	+1	2.74 m	-17	+17	1.37 km
-2	+2	4.57 m	-18	+18	1.83 km
-3	+3	6.4 m	-19	+19	2.74 km
-4	+4	9.14 m	-20	+20	4.57 km

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals*	-3
11	Groin	-3	—	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

EQUIPMENT				
Qty	Item	Cost	Weight	
1	Ballistic Helmet (TL 8; TL8) Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Location: skull	250	1.4 kg	
1	Ballistic Helmet Visor (TL8) Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face	200	640 g	
1	Ballistic Leggings (TL8) Description: TL:8 LC:4 DR:12/5F* Location:legs Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: legs	400	3.6 kg	
1	Ballistic Vest (TL 8; TL8) Description: TL:8 LC:3 DR:8/2* Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285. Location: torso	400	910 g	
1	Binoculars (TL6) Description: TL:6 Notes: Gives (TL-4) levels of Telescopic Vision.	400	910 g	
1	Boots, Steel-Toed (TL6) Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e. g., dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks. Location: feet	100	1.8 kg	
1	Camcorder (TL8) Description: TL:8 Notes: Has 10x zoom. Gives Night Vision 5.	1000	450 g	
1	IMI Desert Eagle, .50 AE (TL8) Description: TL:8 LC:3 Ammo:0.6 lb. Damage:4d pi+ Acc:2 Range:220/2500 RoF:3 Shots:7+1(3) ST:12 Bulk:-4 Rcl:4 Skill:Guns (Pistol) Notes:[1], [1] No lanyard ring (p. 154).	1250	2.1 kg	
1	Satellite Phone (TL8) Description: TL:8 Notes: Global range, satellite relay. 1hr.	3000	1.4 kg	