



Name: Neill O'Hara
Race: Human
Appearance: Cara de irlandés, cuarentón, nariz un poco roja, aspecto de mala ostia

Player:
Ht: 1,60 Wt: 50 Age: 45
Spent: 500
Unspent: -350

CHARACTER SHEET

ST 12*	[-10]	HP 18	[12]	Basic Speed 6	[-5]
DX 12	[40]	Will 12	[0]	Basic Move 6	[0]
IQ 12	[40]	Per 12	[0]	BL 13 kg	(ST×ST)/5
HT 13	[30]	FP 18	[15]	Thr 1d-1	Sw 1d+2

* +3 from 'Super ST'

TL 3	[0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 23*
Hearing 12	Fright Check 12	High Jump 20.8 m
Touch 12	Consciousness 23†	Broad Jump 96 m

* +10 from 'Hard to Kill'

† +10 from 'Hard to Subdue'

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	13 kg	26 kg	39 kg	78 kg	130 kg
Ground	5.49 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	6.4 m	4.57 m	3.66 m	1.83 m	91.44 cm
Dodge	9	8	7	6	5

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

ADVANTAGES

Name	Pts
Contact Group (Policía de Arcadia; Effective Skill 15; 12 or less; Usually Reliable)	[40]
Hard to Kill 10	[20]
Hard to Subdue 10	[20]
Regeneration (Very Fast: 1HP/Sec)	[100]
Super Jump 5	[50]
Super ST (+3/+7; Affects displayed ST score; Size; Super ST)	[120]

DISADVANTAGES

Name	Pts
Guilt Complex (La muerte de su hijo)	[-5]
Obsession (No volver a dejar un caso abandonado; Long-Term Goal; 12 or less)	[-10]

QUIRKS

Name	Pts
Refunfuña continuamente	[-1]

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	—	1d-2 cr	C	—	—	
Kick	10	—	1d-1 cr	C,1	—	—	
Punch	12	9	1d-2 cr	C	—	—	

SKILLS

Name	Level	Relative	Pts
Body Language (Human)	11	Per-1	[1]
Criminology/TL3	11	IQ-1	[1]
Detect Lies	10	Per-2	[1]
Diplomacy	10	IQ-2	[1]
Driving/TL3 (Automobile)	12	DX+0	[2]
Electronics Operation/TL3 (Surveillance)	11	IQ-1	[1]
Explosives/TL3 (Explosive Ordnance Disposal)	11	IQ-1	[1]
Forced Entry	12	DX+0	[1]
Forensics/TL3	10	IQ-2	[1]
Guns/TL3 (Pistol)	14	DX+2	[4]
Guns/TL3 (Rifle)	14	DX+2	[3]
Intelligence Analysis/TL3	10	IQ-2	[1]
Interrogation	13	IQ+1	[4]
Intimidation	13	Will+1	[4]
Law (local)	10	IQ-2	[1]
Lockpicking/TL3	11	IQ-1	[1]
Observation	11	Per-1	[1]
Porra policial	14	DX+2	[8]
Parry: 10			
Savoir-Faire (Police)	12	IQ+0	[1]
Search	11	Per-1	[1]
Shadowing	11	IQ-1	[1]
Stealth	11	DX-1	[1]
Streetwise	11	IQ-1	[1]
Tactics	10	IQ-2	[1]
Urban Survival	11	Per-1	[1]

MELEE ATTACKS (continued)							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Super ST: swing	—	—	1d-5 sw	—	—	—	
Super ST: thrust	—	—	1d-6 thr	—	—	—	
Super ST: punch	12	9	1d-7 cr	C	—	—	
Super ST: kick	12	9	1d-6 cr	C,1	—	—	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
SIG-Sauer P226, 9x19mm	14	2d+2 pi	2	146.3 m / 1.65 km	3	15+1(3)	9	-2	2	1.1	3	[4]

PARRY	PARRY	BLOCK	DODGE	OTHER
9 DX	9 DX	7 DX	9 None	
Eyes DR: 0 DB: 0	Skull DR: 2 DB: 0		Loc. HP	#
Neck DR: 0 DB: 0	Face DR: 0 DB: 0		Eyes 2	
Torso DR: 0 DB: 0	Arms DR: 0 DB: 0		Neck —	
	Hands DR: 0 DB: 0		Skull —	
	Groin DR: 0 DB: 0		Face —	
	Legs DR: 0 DB: 0		Torso —	
	Feet DR: 0 DB: 0		Groin —	
			Arms 10	
			Hands 7	
			Legs 10	
			Feet 7	
			Bonus DR: 0	
			Bonus DB: 0	
			Notes:	

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	Satellite Phone (TL8) Description: TL:8 Notes: Global range, satellite relay. 1hr.	3000	1.4 kg

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	SIG-Sauer P226, 9x19mm (TL8) Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407).	840	1.1 kg