



Name: Iñigo Temblez
Race: Human
Appearance: Atlético, siempre bien dispuesto

Player: Ht: 1,85 Wt: 75 Age: 25
Spent: 436
Unspent: -286

CHARACTER SHEET

ST 13	[30]	HP 13	[0]	Basic Speed 7	[0]
DX 15*	[100]	Will 11	[0]	Basic Move 7	[0]
IQ 11	[20]	Per 11	[0]	BL 15 kg	(ST×ST)/5
HT 13 [†]	[30]	FP 13	[0]	Thr 1d	Sw 2d-1
* Cond. +5 from 'Double-Jointed' when ignoring penalties for working in close quarters			† Cond. +2 from 'Very Fit'		

TL 3	[0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 15*
Hearing 11	Fright Check 11	High Jump 87.5 cm
Touch 11	Consciousness 15*	Broad Jump 4 m
* +2 from 'Very Fit'		

HP	o HP	-1×HP	-2×HP	-3×HP	-4×HP
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FP	o FP	Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.			
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ENCUMBRANCE TABLE					
Name	«None»	Light	Med	Hvy	X-Hvy
Basic	15 kg	30 kg	45 kg	90 kg	150 kg
Ground	6.4 m	4.57 m	3.66 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	10	9	8	7	6

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

ADVANTAGES	
Name	Pts
Ambidexterity	[5]
Double-Jointed	[15]
Perfect Balance	[15]
Peripheral Vision	[15]
Very Fit	[15]
Warp (Blind; Costs Fatigue (+1); Extra Carrying Capacity (Extra-Heavy Encumbrance); Range Limit (100 yards); Reliable (+6))	[185]
Roll to Teleport: 17 (IQ+6)	

DISADVANTAGES	
Name	Pts
Buscador de fama (12 or less)	[-15]
Impulsiveness (12 or less)	[-10]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d-1 cr	C	—	—	
Kick	13	—	1d cr	C ₁	—	—	
Punch	15	10	1d-1 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC Notes
SIG-Sauer P226, 9x19mm	19	2d+2 pi	2	146.3 m / 1.65 km	3	15+1(3)	9	-2	2	1.1	3 [4]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	14*	DX-1	[1]
Bicycling	15	DX+0	[1]
Body Sense	13	DX-2	[1]
Breath Control	11	HT-2	[1]
Climbing	20 [†]	DX+5	[1]
Driving/TL3 (Automobile)	14	DX-1	[1]
Free Fall	14	DX-1	[1]
Guns/TL3 (Pistol)	19	DX+4	[12]
Hiking	12	HT-1	[1]
Jumping	15	DX+0	[1]
Lifting	12	HT-1	[1]
Mount	14	DX-1	[1]
Parachuting/TL3	15	DX+0	[1]
Running	12	HT-1	[1]
Scuba/TL3	10	IQ-1	[1]
Skating	11	HT-2	[1]
Skiing	11	HT-2	[1]
Sports (Basket)	14	DX-1	[1]
Swimming	13	HT+0	[1]
Throwing	14	DX-1	[1]
* +1 from 'Perfect Balance'		† +5 from 'Double-Jointed', +1 from 'Perfect Balance'	

PARRY	PARRY	BLOCK	DODGE	OTHER
10	10	8	10	
DX	DX	DX	None	

Eyes

DR: 0

DB: 0

Skull

DR: 2

DB: 0

Neck

DR: 0

DB: 0

Face

DR: 0

DB: 0

Torso

DR: 0

DB: 0

Arms

DR: 0

DB: 0

Hands

DR: 0

DB: 0

Groin

DR: 0

DB: 0

Legs

DR: 0

DB: 0

Feet

DR: 0

DB: 0

0

0

0

0

0

0

Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	7	
Hands	5	
Legs	7	
Feet	5	
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	
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	