



Name: Pablo de la Serna

Race: Human

Appearance: Enorme, feo, con brazos largos y peludo

Player:

Ht: 2,15

Wt: 130

Age: 35

Spent: 150

Unspent: 0

CHARACTER SHEET

| | | | | | |
|-------|---------|--------|-------|-----------------|-----------|
| ST 17 | [70] | HP 17 | [0] | Basic Speed 6,5 | [0] |
| DX 10 | [0] | Will 9 | [0] | Basic Move 6 | [0] |
| IQ 9 | [-20] | Per 9 | [0] | BL 26 kg | (ST×ST)/5 |
| HT 16 | [60] | FP 16 | [0] | Thr 1d+2 | Sw 3d-1 |

| | | |
|------|-------|-------|
| TL 3 | [0] | SM +0 |
|------|-------|-------|

| | | |
|-----------|-------------------|-----------------|
| Vision 9 | Taste/Smell 9 | Death Check 16 |
| Hearing 9 | Fright Check 9 | High Jump 65 cm |
| Touch 9 | Consciousness 21* | Broad Jump 3 m |

* Includes: +5 from 'Hard to Subdue'

HP

5, 0, -17, -34, -51, -68, -85

FP

5, 0, -16

LIFTING FEATS

| Name | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
|---------------------------------------|--------------|--------------|---------------|----------------|----------------|
| Basic | 52 kg | 208 kg | 312 kg | 390 kg | 1.3 t |
| * Takes 2 seconds to complete | | | | | |
| † Takes 4 seconds to complete | | | | | |
| ‡ Double with a running start | | | | | |
| § Lose 1 FP/sec while over X-Hvy enc. | | | | | |

ENCUMBRANCE TABLE

| Name | « None » | Light | Med | Hvy | X-Hvy |
|--------|----------|----------|----------|----------|----------|
| Basic | 26 kg | 52 kg | 78 kg | 156 kg | 260 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 | 5.49 m | 3.66 m | 2.74 m | 1.83 m | 91.44 cm |
| Dodge | 9 | 8 | 7 | 6 | 5 |

REACTION MODIFIERS

Appearance: -2*

* Includes: -2 from 'Appearance'

Status: +0

Other: +0†

† Conditional: +2 from 'Sense of Duty (Humanidad)' when in dangerous situations if Sense of Duty is known

ADVANTAGES

| Name | Pts |
|----------------------------------|--------|
| Hard to Subdue 5 | [10] |
| High Pain Threshold | [10] |
| Roll to ignore pain: 12 (Will+3) | |

DISADVANTAGES

| Name | Pts |
|--|---------|
| Appearance (Ugly) | [-8] |
| Sense of Duty (Humanidad; Entire Race) | [-15] |

SKILLS

| Name | Level | Relative | Pts |
|--------------------------|-------|----------|--------|
| Boxing | 14 | DX+4 | [16] |
| Parry: 10 | | | |
| Driving/TL3 (Automobile) | 9 | DX-1 | [1] |
| Forced Entry | 10 | DX+0 | [1] |
| Guns/TL3 (Pistol) | 14 | DX+4 | [12] |
| Guns/TL3 (Rifle) | 13 | DX+3 | [6] |
| Interrogation | 8 | IQ-1 | [1] |
| Intimidation | 8 | Will-1 | [1] |
| Soldier/TL3 | 10 | IQ+1 | [4] |
| Tactics | 7 | IQ-2 | [1] |

| MELEE ATTACKS | | | | | | | |
|---------------|-------|-------|---------|-------|----|----|-------|
| Name | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Bite | 10 | — | 1d+1 cr | C | — | — | |
| Boxing | 14 | 10 | 1d+3 cr | C | — | — | |
| Kick | 8 | — | 1d+2 cr | C,1 | — | — | |

| RANGED ATTACKS | | | | | | | | | | | |
|--------------------------|-------|--------|-----|--------------------|-----|--------|----|------|-----|----|----------------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | LC | Notes |
| IMI Desert Eagle, .50 AE | 14 | 4d pi+ | 2 | 201.17 m / 2.29 km | 3 | 7+1(3) | 12 | -4 | 4 | 3 | ^[1] |

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|-------|-------|-------|-------|-------|
| 8 | 8 | 6 | 9 | |
| DX | DX | DX | None | |

| | | | | |
|---|---|--|--|--|
| Eyes DR: 0 DB: 0 Neck 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 | Skull DR: 2 DB: 0 Face DR: 0 DB: 0 | Loc. Eyes Neck Skull Face Torso Groin Arms Hands Legs Feet Bonus DR: 0 Bonus DB: 0 Notes: | HP 2 — — — — 9 6 9 6 | # |
|---|---|--|--|--|

| EQUIPMENT (continued) | | | |
|-----------------------|--|------|--------|
| Qty | Item | Cost | Weight |
| 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 |

| SIZE AND SPEED/RANGE TABLE | | | | | |
|----------------------------|------|---------|---------|------|----------|
| Spd/Rng | Size | Measure | Spd/Rng | Size | Measure |
| 0 | 0 | 1.83 m | -8 | +8 | 45.72 m |
| -1 | +1 | 2.74 m | -9 | +9 | 64.01 m |
| -2 | +2 | 4.57 m | -10 | +10 | 91.44 m |
| -3 | +3 | 6.4 m | -11 | +11 | 137.16 m |
| -4 | +4 | 9.14 m | -12 | +12 | 182.88 m |
| -5 | +5 | 13.72 m | -13 | +13 | 274.32 m |
| -6 | +6 | 18.29 m | -14 | +14 | 457.2 m |
| -7 | +7 | 27.43 m | -15 | +15 | 640.08 m |

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

| 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 |