



CHARACTER SHEET

Name: Tyler Renolds
Race: Human

Player:
Ht: 5'11" Wt: 168 Age: 36

Spent: 200
Unspent: 0

Appearance: a brown haired athletic looking male with facial scars mirrored eyes and a silver right arm

ST 11 [10]	HP 11 [0]	Basic Speed 5.75 [0]
DX 12 [40]	Will 11 [0]	Basic Move 8* [0]
IQ 11 [20]	Per 11 [0]	BL 24 lb (STxST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-1 Sw 1d+1
TL 9 [0]	SM +0	

* Includes: +3 from 'Increased Move Upgrade'

Fright Check 13*	Death Check	High Jump 1.06 yd
Consciousness	Broad Jump 4.33 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Dodge	11	10	9	8	7

PARRY		BLOCK		DODGE		OTHER			
11	11	10	10 / 11						
Knife	Karate	DX	Light						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	2	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	12/3*	0	—	—	Feet	0	0	4	—

REACTION MODIFIERS

Appearance: -1*

* Includes: -1 from 'Appearance'

Status: +1†

† Includes: +1 from 'Police Rank'

Other: +0‡

‡ Conditional: +2 from 'Fast Draw Tallent', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Workaholic', -1 from 'Workaholic', -1 from 'Stubbornness', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (fellow officers)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Name	Pts
Western (Native)	[0]

LANGUAGES

Native	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Non-native	Spoken	Written	Pts
Spanish	Accented	Accented	[4]

TEMPLATES AND META-TRAITS

Name	Pts
Accelerated Reflexes +2	[118]

ADVANTAGES

Name	Pts
Basic Cyber Arm (Mitigator: Modification for removable cyber part; Mitigator: monthly maintenance)	[-4]
Hidden Compartment 1 (Temporary Disadvantage: Unhealing)	[1]
Unnatural Feature (Obvious Cyber Arms) 1	[-1]
Arm ST Bost 2 (One arm; Temporary Disadvantage: Electrical; Temporary Disadvantage: Unhealing; Temporary Disadvantage: Weekly Maintenance)	[3]
Basic Dual Cyber Eyes (Mitigator: Modification for removable cyber part; Mitigator: weekly maintenance)	[-9]

ADVANTAGES (continued)

Name	Pts
Basic Dual Cyber Eyes (Mitigator: Modification for removable cyber part; Mitigator: weekly maintenance)	[-9]
Accute Vision Upgrade 5 (Temporary Disadvantage: Electrical; Temporary Disadvantage: Montly Maintenance; Temporary Disadvantage: Unhealing)	[5]
Optical Readout (Temporary Disadvantage: Electrical; Temporary Disadvantage: Montly Maintenance; Temporary Disadvantage: Unhealing)	[1]
Unnatural Feature (Obvious Cyber Eyes) 1	[-1]
Light Amplification Upgrade 9 (Temporary Disadvantage: Electrical; Temporary Disadvantage: Unhealing; Temporary Disadvantage: Weekly Maintenance)	[5]
Cyber Eye Protective Cover 2 (Temporary Disadvantage: Electrical; Temporary Disadvantage: Unhealing; Temporary Disadvantage: Weekly Maintenance)	[1]
Basic Dual Cybernetic Legs (Mitigator: Modification for removable cyber part; Mitigator: monthly maintenance)	[-2]
Increased Move Upgrade 3 (Affects displayed score; Temporary Disadvantage: Electrical; Temporary Disadvantage: Montly Maintenance; Temporary Disadvantage: Unhealing)	[8]
Combat Reflexes	[15]
Contact (Street) (Effective Skill 15) (12 or less; Somewhat Reliable)	[4]
Enhanced Block 2	[10]
Enhanced Dodge 2	[30]
Enhanced Parry (all parries) 2	[20]
Extra Attack 2 (Costs Fatigue (+1))	[48]
Fast Draw Tallent 2	[10]
Legal Enforcement Powers 2	[10]
Neural Interface Jack	[9]
Police Rank 2	[10]

DISADVANTAGES

Name	Pts
Appearance (Unattractive)	[-4]
Bad Temper (12 or less)	[-10]
Callous	[-5]
Code of Honor (Professional)	[-5]
Duty (Police Officer) (12 or less (quite often))	[-10]
Honesty (12 or less)	[-10]
Light Sleeper	[-5]
Nightmares (6 or less)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Post-Combat Shakes (9 or less)	[-7]
Sense of Duty (fellow officers) (Small Group)	[-5]
Stubbornness	[-5]
Workaholic	[-5]

QUIRKS

Name	Pts
_Unused Quirk 1	[-1]
_Unused Quirk 2	[-1]
Alcohol Intolerance	[-1]
Cannot Float	[-1]
Staid	[-1]

SKILLS

Name	Level	Relative	Pts
Armoury/TL9 (Small Arms)	10	IQ-1	[1]
Climbing	11	DX-1	[1]
Criminology/TL9	12	IQ+1	[4]
Current Affairs/TL9 (Popular Culture)	11	IQ+0	[1]
Detect Lies	11	Per+0	[4]
Fast-Draw/TL9 (Ammo)	15*	DX+3	[1]
Fast-Draw (Pistols)	15*	DX+3	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
First Aid/TL9 (Human)	11	IQ+0	[1]
Forensics/TL9	11	IQ+0	[4]
Guns/TL9 (Grenade Launcher)	12	DX+0	[1]
Guns/TL9 (Pistol)	13	DX+1	[2]
Guns/TL9 (Rifle)	14	DX+2	[4]
Holdout	12	IQ+1	[4]
Interrogation	10†	IQ-1	[1]
Intimidation	11†	Will+0	[2]
Karate	11	DX-1	[2]
Parry: 11			
Knife	12	DX+0	[1]
Parry: 11			
Law (Criminal)	10	IQ-1	[2]
Observation	15‡	Per+4	[1]
Savoir-Faire (Mafia)	11	IQ+0	[1]
Savoir-Faire (Military)	12	IQ+1	[2]
Savoir-Faire (Police)	11	IQ+0	[1]
Search	12	Per+1	[4]
Shadowing	11§	IQ+0	[8]
Stealth	12	DX+0	[2]
Streetwise	12	IQ+1	[4]
Urban Survival	10	Per-1	[1]
* Includes: +2 from 'Fast Draw Talent', +1 from 'Combat Reflexes'		‡ Includes: +5 from 'Accute Vision Upgrade'	
† Conditional: +1 from 'Callous' when you use threats or torture		§ Includes: -1 from 'Unnatural Feature (Obvious Cyber Arms)', -1 from 'Unnatural Feature (Obvious Cyber Eyes)'	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[80]
Advantages, Perks	[155]
Disadvantages, Quirks	[-96]
Skills, Techniques	[61]
Total Points Spent:	200
Unspent Points:	0

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Arm ST Bost: swing	—	—	2d-1 sw	—	—	—	
Arm ST Bost: thrust	—	—	1d thr	—	—	—	
Bite	12	—	1d-2 cr	C	—	—	
Karate: Punch	11	11	1d-2 cr	C	—	—	
Karate: Kick	9	—	1d-1 cr	C,1	—	—	
Small Knife: swing	12	11	1d-2 cut	C,1	5	4	
Small Knife: thrust	12	11	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 9)	13	2d+2 pi	2	150 yd / 1.08 mi	3	18+1(3)	9	-2	2	3	[1]
Small Knife	8	1d-2 imp	—	5.5 yd / 11 yd	1	T(1)	5	-1	—	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 9) Description: TL:9 LC:3 Damage:2d+2 pi Acc:2 Range:150/1900 RoF:3 Shots:18+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes: [1] Includes "startgun" electronics (see p. B278).	800	2 lb
1	Auto Pistol, 9mm (TL 9, Ammunition)	14	0.7 lb
1	Ballistic Vest (TL 9) Description: TL:9 LC:3 DR:12/3* 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	2 lb
1	Cell Phone Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.	250	0.25 lb
1	Complete Wardrobe Description: Includes one to four sets of ordinary clothes, plus nightclothes, one set each of formal wear and winter clothes, and usually at least one outfit (lab coat, uniform, gym clothes, etc.) appropriate to your job or hobbies. 100% of cost of living; 20+lbs.	600	20 lb
2	Handcuffs Description: TL:5 Notes: Gives -5 to Escape.	80	1 lb
1	Holster, Belt Description: TL:5 Notes: Fits most pistols.	25	0.5 lb
1	Ordinary Clothes Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Personal Computer Description: TL:9 LC:4 Power:2C/20 hr. Complexity:5 (+2 at TL10, +3 at TL11, +4 at TL12) Storage: 100TB (Petabyte at TL10, Exabyte at TL11, Zettabyte at TL12)	1000	5 lb
1	Portable Armoury Tool Kit Description: TL:1 Notes: Basic equipment for Armoury skill.	600	20 lb
1	Small Knife Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:- 1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:- 1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	30	0.5 lb