

Attributes			Basic Damage		
10	ST	9	Name: PIRION MAC-D	Player: Helge.	Thrust :
30	DX	13	Height: ca 4,5 Feet	Weight:	Swing :
10	IQ	11	Hair: BROWN	Age: 21	Birth Place:
0	HT	10	Other Character Notes: RATLING	Unspent Points: 3+2	Kick :

Advantages, Disadvantages And Quirks			Movement			Fate Points	
45	Sharp shooter	Dwarfism	-15	Basic Speed (HT+DX)/4	5,75	: _____	
10	High Pain threshold	Gluttony	-5	Movement Speed (Round off)	5-1=4	: _____	
15	Combat Reflexes	UNNATURAL FEATURE HAIRY FEET	-5	Swimming Speed	:	: _____	
		CHUMMY Always need people around	-5	Encumbrance			Move
		CURIOUS	-10	None	= 2 x ST	18 lbs.	_____
		Summary		Light	= 4 x ST	36 lbs.	_____
		Attributes	: 30	Medium	= 6 x ST	54 lbs.	_____
		Advantages	: 70	Heavy	= 12 x ST	108 lbs.	_____
		Skills	: 15	Ex-Hvy	= 20 x ST	_____ lbs.	_____
		Disadvantages	: -40	Max Lift	= 25 x ST	_____ lbs.	_____
		Quirks	: _____	Active Defenses			
		Total	: _____	Dodge (Move):	5-1+1=5	Parry (Weapon/2):	_____

Skills				Items & Possessions						
Skill Description	Pt. Cost	Level	Type	Skill Description	Pt. Cost	Level	Type	Item Description	Placement	Weight
INTX B. 200 (H BLASTER)	8	16	PE	FIRST AID	1	11	ME	ORDINARY CLOTHES		4
				PICK POCKET	1	11	PH	HIKING BOOTS		2
FAST DRAW Ascot magic	2	14	PE	LOCK PICKING	2	11	MA	Heavy Monocrus Jacket		6
SPEED LOAD = 11 =	1	13	PE	IMPERIAL STANDARD		11		SHOULDER HOLSTER x2		-
Guns Ascott liberat	1	13	PE					SHORT RANGE Communicator		
Fukabe sure shot	2	14	PE					Holdout leader Holdout shirt	+2 Holdout	
Holdout skill	4	12	PA					Custom Holdout Holster for Armstech Salvarandra	+2 Holdout	
STEALTH	2	11	PA							
								BACKPACK:		
								- Hypercoagulin x 2		
								- Light intensifier goggles		
								- Personal Basics		
								- Canteen		
								WEAPONS:	SKILL	
								Ascott Dolphin 9mm Pistol	14	
								9mm ammo st4 50		
								HIDDEN	Holdout skill	
								- Swiss Army Knife +3 holdout	17	
								FOOD:		
								- Concentrated Rations: 2		
								- Panne Mils : 5		
								- Mars Bar : 30		
								- Twix chocolate Bar : 30		
								- flash cheap Noct : 1		
CASH	45							CREDITS LEFT		45

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Shoulder Load 1500 \$ +1 Jacket  
Shoulder Keys 350



Weapon	Malf	Type	Amount	SS	Acc	±D	Max	Rof	Shots	ST	Rcl	Level
Ascott magic (pistol)		crit imp	2d+6	12	5	200	300	3~	15/c	8	-2	14-2+5=17
INGRAM (submachinegun)		crit cr	2d	9	5	120	700	16	30	9(11)	-2	14-2+5=17
Ascot liberty (Rifle)		crit imp	2d	16	13	400	1200	8	16/c	11	0	13+1=14
FUYABE SURE SHOT (pistol)		crit imp	2d	10	10	250	800	3~	18/c	9	0	14+1+7=22
Intex BP-200 Blast Pistol		crit imp	4d+2	12	8	300	450	3~	12/c	8	-1	16+1=17
Ascott Dolphin 9mm Pistol		crit cr	2d+2	10	3	200	750	3~	16	9	-1	

### Hand Weapons

### Ammunition & Grenades

Weapon	Type	Amount	Reach	ST	Level

Body Protection						Reaction modifier chummy -1 when alone Dwarf +2 social Being lost ±1 social	Speed/ Range Modifier	Size Modifier	Size or Range/ Speed
Type	DR	PD	Dodge	Hits Left					
Head							+15	-15	0.10"
Brain							+14	-14	0.25"
Body							+13	-13	0.33"
R. Arm							+12	-12	0.50"
L. Arm							+11	-11	0.66"
R. Hand						SHARPSHOOTER: Any Handgun = Best Handgun skill ÷ 2	+10	-10	1.00"
L. Hand						Never snap shot penalty	+9	-9	1.50"
R. Leg						automatic Acc bonus	+8	-8	2.00"
L. Leg							+7	-7	3.00"
R. Foot							+6	-6	6.00"
L. Foot							+5	-5	12.00"
							+4	-4	1.5 ft.
							+3	-3	2.0 ft.
							+2	-2	1 yd.
							+1	-1	1.5 yd.
							0	0	2 yd.
							-1	+1	3 yd.
							-2	+2	4.5 yd.
							-3	+3	7 yd.
							-4	+4	10 yd.
							-5	+5	15 yd.
							-6	+6	20 yd.
							-7	+7	30 yd.
							-8	+8	45 yd.
							-9	+9	70 yd.
							-10	+10	100 yd.
							-11	+11	150 yd.
							-12	+12	200 yd.
							-13	+13	300 yd.
							-14	+14	450 yd.
							-15	+15	700 yd.
							-16	+16	1000 yd.
							-17	+17	1500 yd.
							-18	+18	2000 yd.
							-19	+19	3000 yd.
							-20	+20	4500 yd.
							-21	+21	7000 yd.
							-22	+22	10000 yd.