



Name: Dave Rocco
Race: Human
Appearance:

Player: Spent: 400
Ht: Wt: Age: Unspent: 10

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6.75 [0]
DX 15 [100]	Will 12 [0]	Basic Move 6 [0]
IQ 12 [40]	Per 13 [5]	BL 29 lb (ST×ST)/5
HT 12* [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2

* Cond. +1 from 'Fit'

TL 7 [0]	SM +0
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Vision 15*	Taste/Smell 13	Death Check 18†
Hearing 13	Fright Check 19‡	High Jump 2.17 ft
Touch 13	Consciousness 13§	Broad Jump 3 yd

* +2 from 'Acute Vision'
† +5 from 'Hard to Kill', +1 from 'Fit'
‡ +2 from 'Combat Reflexes', +5 from 'Fearlessness'
§ +1 from 'Fit'

HP 3, 0, -12, -24, -36, -48, -60 **FP** 3, 0, -12

PARRY 11* DX	PARRY 12* Brawling	BLOCK 9* DX	DODGE 10* None	DR 0 Torso
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* +1 from 'Combat Reflexes'

REACTION MODIFIERS

Appearance: +1*
* +1 from 'Appearance'
Status: +0
Other: +1†
† +1 from 'Charisma', Cond. +4 from 'Reputation (Bay Area veteran/criminal underground)', Cond. -1 from 'Callous' when past victim, or has Empathy, Cond. +1 from 'Workaholic', Cond. -1 from 'Workaholic'

LANGUAGES

Name	Spoken	Written	Pts
ASL	Native	—	[3]
Danbe	Native	Native	[6]

TEMPLATES AND META-TRAITS

Name	Pts
Project SANDMAN Lens {p. User}	[114]
ASL (Spoken; Native) {p. B24}	[3]
Danbe (Native) {p. B24}	[6]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[90]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 17 (Will+5)	
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Hidden Lore (History B) {p. B199}	[1]
Hypnotism (Human) {p. B201}	[1]
Psychology* (Human) {p. B216}	[2]
Alternate Identity (Legal) {p. B39}	[5]
Legal Enforcement Powers 3 {p. B65}	[15]
Archaeology {p. B176}	[1]

* Cond. -3 from 'Callous' when attempting to help people

ADVANTAGES

Name	Pts
Acute Vision 2 {p. B35}	[4]
Roll to see: 15 (Vision)	
Alternate Identity (Legal) {p. B39}	[5]
Appearance (Attractive) {p. B21}	[4]
Charisma 1 {p. B41}	[5]
Combat Reflexes {p. B43}	[15]
Fearlessness 5 {p. B55}	[10]
Fit {p. B55}	[5]
Hard to Kill 5 {p. B58}	[10]

ADVANTAGES (continued)

Name	Pts
Legal Enforcement Powers 3 {p. B65}	[15]
Less Sleep 2 {p. B65}	[4]
Modular Abilities (Super-Memorization; Preparation Required (1 hour); Renshaw Method (+4); Skills Only) {p. B71, P62, MD13}	[7]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[90]
Reputation +4 (Bay Area veteran/criminal underground; 10 or less; Small class) {p. B27}	[3]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 17 (Will+5)	
Trained By A Master (Sandman Regiment) {p. MD16}	[10]

PERKS

Name	Pts
Style Familiarity (Kleil) {p. MA149}	[1]

DISADVANTAGES

Name	Pts
Addiction (Heroin; Cheap; Highly addictive; Incapacitating; Illegal; Mitigator: daily treatment) {p. B122}	[-8]
Callous {p. B125}	[-5]
Chronic Pain (Mild; 9 or less; 2 hours) {p. B126}	[-5]
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Fanaticism (Marshall Redgrave) {p. B136}	[-15]
Flashbacks (Mild) {p. B136}	[-5]
Intolerance ("Civilians"; One group) {p. B140}	[-5]
Loner (15 or less) {p. B142}	[-2]
Workaholic {p. B162}	[-5]

QUIRKS

Name	Pts
Careful {p. B164}	[-1]
Carries Lucky Domino (4/2) from Vietnam	[-1]
Distinctive Feature (Memorably Intimidating) {p. B165}	[-1]
Proud {p. B164}	[-1]
Uncongenial {p. B165}	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Archaeology {p. B176}	10	IQ-2	[1]
Area Knowledge (Northern California) {p. B176}	12	IQ+0	[1]
Armoury/TL7 (Small Arms) {p. B178}	11	IQ-1	[1]
Body Language (Human) {p. B181}	13	Per+0	[2]
Brawling {p. B182}	17	DX+2	[4]
Parry: 12			
Breath Control {p. B182}	10	HT-2	[1]
Current Affairs/TL7 (Headline News) {p. B186}	12	IQ+0	[1]
Detect Lies {p. B187}	11	Per-2	[1]
Driving/TL7 (Automobile) {p. B188}	16	DX+1	[4]
Electronics Operation/TL7 (Communications) {p. B189}	11	IQ-1	[1]
Electronics Operation/TL7 (Security) {p. B189}	11	IQ-1	[1]
Fast-Draw/TL7 (Ammo) {p. B194}	16*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	16*	DX+1	[1]
First Aid/TL7 (Human) {p. B195}	12	IQ+0	[1]
Forced Entry {p. B196}	15	DX+0	[1]
Gunner/TL7 (Machine Gun) {p. B198}	15	DX+0	[1]
Guns/TL7 (Pistol) {p. B198}	17	DX+2	[4]
Guns/TL7 (Rifle) {p. B198}	16	DX+1	[1]
Guns/TL7 (Shotgun) {p. B198}	16	DX+1	[1]
Guns/TL7 (Submachine Gun) {p. B198}	16	DX+1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Hidden Lore (History B) {p. B199}	11	IQ-1	[1]
Holdout {p. B200}	11	IQ-1	[1]
Hypnotism (Human) {p. B201}	10	IQ-2	[1]
Intimidation {p. B202}	14 [†]	Will+2	[8]
Judo {p. B203}	15	DX+0	[4]
Parry: 11			
Karate {p. B203}	15	DX+0	[4]
Parry: 11			
Knife {p. B208}	15	DX+0	[1]
Parry: 10			
Lockpicking/TL7 {p. B206}	11	IQ-1	[1]
Mechanic/TL7 (Automobile) {p. B207}	11	IQ-1	[1]
Meditation {p. B207}	10	Will-2	[1]
Observation {p. B211}	16 [‡]	Per+3	[4]
Parachuting/TL7 {p. B212}	15	DX+0	[1]
Piloting/TL7 (Helicopter) {p. B214}	14	DX-1	[1]
Psychology (Human) {p. B216}	11 [§]	IQ-1	[2]
Running {p. B218}	11	HT-1	[1]
Search {p. B219}	14	Per+1	[4]
Shadowing {p. B219}	12	IQ+0	[2]
Smuggling {p. B221}	11	IQ-1	[1]
Soldier/TL7 {p. B221}	11	IQ-1	[1]
Stealth {p. B222}	16	DX+1	[4]
Streetwise {p. B223}	12 [¶]	IQ+0	[2]
Tactics {p. B224}	10	IQ-2	[1]
Throwing {p. B226}	14	DX-1	[1]
Urban Survival {p. B228}	12	Per-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
* +1 from 'Combat Reflexes' † Cond. +1 from 'Charisma' when making Influence rolls, Cond. +4 from 'Reputation (Bay Area veteran/criminal underground)' when your reputation counts, Cond. -4 from 'Reputation (Bay Area veteran/criminal underground)' when your reputation works against you, Cond. +1 from 'Callous' when you use threats or torture ‡ +2 from 'Acute Vision' § Cond. -3 from 'Callous' when attempting to help people ¶ Cond. +1 from 'Charisma' when making Influence rolls			

TECHNIQUES			
Name	Level	Relative	Pts
Head Butt (Brawling)	17	def+1	[2]
Kapadol (Head Butt (Brawling)) {p. B229}	17	def+0	[0]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[185]
Advantages, Perks		[192]
Disadvantages, Quirks		[-55]
Skills, Techniques		[78]
Total Points Spent:		400
Unspent Points:		10

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	17	12	1d-1 cr	C	-	-	
Brawling: Bite	17	-	1d-1 cr	C	-	-	
Brawling: Kick	15	-	1d cr	C,1	-	-	
Head Butt (Brawling)	17	-	1d-2 cr	C	-	-	
Karate: Punch	15	11	1d-1 cr	C	-	-	
Karate: Kick	13	-	1d cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
ArmaLite AR-7, .22 LR	16	1d+2 pi-	3	80 yd / 1400 yd	3	8+1(3)	7+	-4	2	3	[3]
Colt Government, .45 ACP	17	2d pi+	2	150 yd / 1600 yd	3	7+1(3)	10	-2	3	3	
Colt Python, .357 Magnum	17	3d pi	2	190 yd / 1.19 mi	3	6(3i)	10	-2	3	3	[2]
Remington Model 870, 12G 2.75"	16	1d+1 pi	3	40 yd / 800 yd	2x9	5+1(2i)	10+	-6	1/5	3	[1]

EQUIPMENT			
Qty	Item	Cost	Weight
1	ArmaLite AR-7, .22 LR (TL7) {p. HT120} Description: TL:7 LC:3 Ammo:0.3 lb. Damage:1d+2 pi- Acc:3 Range:80/1400 RoF:3 Shots:8+1(3) ST:7+ Bulk:-4 Rcl:2 Skill:Guns (Rifle) Notes:[3], [3] Lacks sling swivels (p. 154).	150	3.1 lb
1	Colt Government, .45 ACP (TL6) {p. HT101} Description: TL:6 LC:3 Ammo:0.5 lb. Damage:2d pi+ Acc:2 Range:150/1600 RoF:3 Shots:7+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol)	850	2.8 lb
1	Colt Python, .357 Magnum (TL7) {p. HT94} Description: TL:7 LC:3 Ammo:0.2 lb. Damage:3d pi Acc:2 Range:190/2100 RoF:3 Shots:6(3i) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol) Notes:[2], [2] No lanyard ring (p. 154).	850	2.9 lb
1	Remington Model 870, 12G 2.75" (TL7) {p. HT104} Description: TL:7 LC:3 Ammo:0.6 lb. Damage:1d+1 pi Acc:3 Range:40/800 RoF:2x9 Shots:5+1(2i) ST:10+ Bulk:-6 Rcl:1/5 Skill:Guns (Shotgun) Notes:[1], [1] First Rcl figure is for shot, second is for slugs.	330	7.6 lb

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6