



CHARACTER SHEET

Name Robert Witherspoon Player NPC Point Total 100
 Ht 5' 11" Wt 148 Size Modifier 0 Age 26 Unspent Points 0
 Appearance Lean athletic build with light blue eyes, short sandy blonde hair

ST	11	[10]	HP	11	<small>CURRENT</small>	[0]
DX	12	[40]	Will	11		[0]
IQ	11	[20]	Per	12	<small>CURRENT</small>	[5]
HT	10	[0]	FP	10		[0]

Languages	Spoken	Written
English (Native Speaker)	(Native)	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [10] BASIC MOVE 6 [0]

DR	TL: 8	[0]
Eyes 0	Cultural Familiarities	
Neck 0	Western (Native)	[0]
Skull 2		
Face 0		
Torso 0		
Groin 0		
Arms 0		
Hands 0		
Legs 0		

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 6	Dodge 9
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 5

PARRY	Reaction Modifiers
0	Appearance:
BLOCK	Status: +0
0	Other: +0

ADVANTAGES AND PERKS	
Acute Vision 2	[4]
Fit	[5]
Gunslinger	[25]

DISADVANTAGES AND QUIRKS	
Alcoholism	[-15]
Code of Honor (Soldier's)	[-10]
Flashbacks (Severe)	[-10]
Weirdness Magnet	[-15]
Alcohol Intolerance	[-1]
Horrible Hangovers	[-1]

SKILLS			
Name	Level	Relative Level	
Camouflage	13	IQ+2	[3]
Electronics Operation/TL8 (Communications)	10	IQ-1	[1]
Electronics Operation/TL8 (Surveillance)	10	IQ-1	[1]
Guns/TL8 (Pistol)	13	DX+1	[1]
Guns/TL8 (Rifle)	15	DX+3	[8]
Guns/TL8 (Shotgun)	13	DX+1	[1]
Guns/TL8 (Submachine Gun)	13	DX+1	[1]
Navigation/TL8 (Land)	11	IQ+0	[2]
Observation	15	Per+3	[4]
<small>Includes: +2 from 'Acute Vision'</small>			
Stealth	13	DX+1	[4]
Survival (Desert)	13	Per+1	[4]
Survival (Swampland)	11	Per-1	[1]
Survival (Woodlands)	11	Per-1	[1]
Techniques			
Fast-Firing/TL8 (Guns (Rifle))	14		[1]
<small>Includes: +2 from 'Gunslinger'</small>			
Immediate Action (Guns (Rifle))	10		[0]
Precision Aiming/TL8 (Guns (Rifle))	8		[0]
Quick-Shot/TL8 (Guns (Rifle))	12		[0]
<small>Includes: +3 from 'Gunslinger'</small>			
Targeted Attack/TL8 (Guns (Rifle)/Skull)	8		[0]
Targeted Attack/TL8 (Guns (Rifle)/Vitals)	12		[0]



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HAND WEAPONS				Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)Notes	
	Bite	1d-2 cr	C	12 (No)	
	Kick	1d-1 cr	C,1	10 (No)	
	Punch	1d-2 cr	C	12 (9)	

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	KAC SR-25, 7.62x51mm	7d (pi) pi	6	1000 / 4200	3	20+1	15	10+	-6	3	3		3500	11.1

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS		Cost	Weight
Qty	Item	Location	
4	KAC SR-25, 7.62x51mm (Ammunition)		124 6.4
1	Radio, Headset		500 .5
1	Variable-Power Scope (TL8)		750 1

CHARACTER NOTES
Robert was a sniper OEF/OIF. He has seen almost 6 years of combat in both theatres. On his last deployment

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POINTS SUMMARY

Attributes/Secondary Characteristics	[85]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[34]
Disadvantages/Quirks	[-52]
Skills/Techniques	[33]
Other	[]



NOTES

Robert was a sniper OEF/OIF. He has seen almost 6 years of combat in both theatres. On his last deployment he was nearly killed by enemy mortar fire. After he recovered from his wounds he was discharged from the Army.

Now he is attending college at the University. Robert lives in an apartment just off campus and regularly attends class.

Since getting back into college, strange things seem to happen to Robert... a lot. Still he not being shot at, and that is good.