



CHARACTER SHEET

Name Detective K. Thomas Ramsey    Player NPC  
 Ht 5'10"    Wt 170lbs    Size Modifier 0    Age  
 Appearance    The classic 60s through 80s grizzled cop detective.

Point Total 100  
 Unspent Points 0

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	<small>CURRENT</small>	[ 0 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	13		[ 0 ]
<b>IQ</b>	13	[ 60 ]	<b>Per</b>	14		[ 5 ]
<b>HT</b>	10	[ 0 ]	<b>FP</b>	10	<small>CURRENT</small>	[ 0 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>	
English (Native Language)	(Native)	(Native)	[ 0 ]

<b>DR</b>	<b>TL: 7</b>	[ 0 ]
0	<b>Cultural Familiarities</b>	

BASIC LIFT 20    DAMAGE Thr 1d-2    Sw 1d  
 BASIC SPEED 5.25 [ 0 ]    BASIC MOVE 5 [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
9	<b>Appearance:</b>
Brawling	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: +0</b>
0	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

SKILLS			
Name	Level	Relative Level	
Acting	13	IQ+0	[ 2 ]
Area Knowledge (City)	13	IQ+0	[ 1 ]
Axe/Mace	10	DX-1	[ 1 ]
Brawling	12	DX+1	[ 2 ]
Detect Lies	12	Per-2	[ 1 ]
Diplomacy	11	IQ-2	[ 1 ]
Driving/TL7 (Automobile)	12	DX+1	[ 4 ]
Fast-Draw (Pistol)	12	DX+1	[ 2 ]
Fast-Talk	14	IQ+1	[ 4 ]
Forced Entry	11	DX+0	[ 1 ]
Guns/TL7 (Pistol)	14	DX+3	[ 8 ]
Guns/TL7 (Rifle)	12	DX+1	[ 0 ]
Guns/TL7 (Shotgun)	12	DX+1	[ 0 ]
Interrogation	12	IQ-1	[ 1 ]
Intimidation	12	Will-1	[ 1 ]
Knife	11	DX+0	[ 1 ]
Lockpicking/TL7	12	IQ-1	[ 1 ]
Observation	13	Per-1	[ 1 ]
Shadowing	12	IQ-1	[ 1 ]
Stealth	11	DX+0	[ 2 ]
Streetwise	13	IQ+0	[ 2 ]
Swimming	6	HT-4	[ 0 ]

ADVANTAGES AND PERKS	
Intuition	[ 15 ]
Legal Enforcement Powers 1	[ 5 ]
Less Sleep 1	[ 2 ]
DISADVANTAGES AND QUIRKS	
Bad Temper (12 or less)	[ -10 ]
Duty (Police Department) (12 or less (quite often))	[ -10 ]
Enemy (Fugitive Killer He Put Behind Bars That Recently Escaped) (Less powerful than the PC) (9 or less)	[ -5 ]
Loner (12 or less)	[ -5 ]
Nightmares (12 or less)	[ -5 ]
Post-Combat Shakes (12 or less)	[ -5 ]
Frequently Misses A Spot While Shaving	[ -1 ]
Hates Cats	[ -1 ]
Vow (Solve that one unsolved case)	[ -1 ]
Won't Say What The "K" Stands For	[ -1 ]



CHARACTER SHEET

Detective K. Thomas  
Ramsey

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-3 cr	C	12 (9)			
	Bite	1d-3 cr	C	12 (No)			
	Kick	1d-2 cr	C,1	10 (No)			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Auto Pistol, 9mm (TL 7)	2d+2 pi	2	150 / 1850	3	15+1(3)	14	9	-2	2	3		600	2.6

**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**

Qty	Item	Location	Cost	Weight
2	Auto Pistol, 9mm (TL 7, Ammunition)		24	1.2
1	Badge		0	.1
1	Handcuffs		40	.5
1	Holster, Shoulder		50	1
1	Ordinary Clothes		150	2

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	85	]
Advantages/Perks/TL/Languages/Cultural Familiarity	[	22	]
Disadvantages/Quirks	[	-44	]
Skills/Techniques	[	37	]
Other	[		]