



| HAND WEAPONS | | | | | | Cost | Weight |
|--------------|--------|---------|-------|------------|-------|------|--------|
| Qty | Weapon | Damage | Reach | Lvl(Pry)ST | Notes | | |
| 1 | Baton | | | | | 20 | 1 |
| | swing | 1d+2 cr | 1 | 10 (8) 6 | | | |
| | thrust | 1d-1 cr | 1 | 10 (8) 6 | | | |
| | Bite | 1d-2 cr | C | 11 (No) | | | |
| | Kick | 1d-1 cr | C,1 | 9 (No) | | | |
| | Punch | 1d-2 cr | C | 11 (8) | | | |

| RANGED WEAPONS | | | | | | | | | | | | Cost | Weight | |
|----------------|------------------|--------|-----|------------|-----|---------|-----|----|------|-----|----|-------|--------|-----|
| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | Notes | | |
| 1 | Auto Pistol, .40 | 2d pi+ | 2 | 150 / 1900 | 3 | 15+1(3) | 13 | 9 | -2 | 2 | 3 | | 640 | 2.1 |

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

| Qty | Item | Location | Cost | Weight |
|-----|-------------------------------|----------|------|--------|
| 3 | Auto Pistol, .40 (Ammunition) | | 42 | 2.1 |
| 1 | Badge | | 0 | .1 |
| 1 | Ballistic Vest (TL 8) | torso | 400 | 2 |
| 1 | Handcuffs | | 40 | .5 |
| 1 | Uniform | | 150 | 2 |

CHARACTER NOTES

POINTS SUMMARY

| | |
|--|---------|
| Attributes/Secondary Characteristics | [55] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [11] |
| Disadvantages/Quirks | [-13] |
| Skills/Techniques | [27] |
| Other | [] |