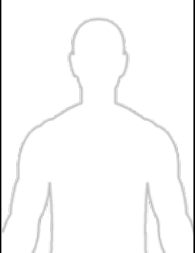


Portrait 	Identity		Player Information		79 Points	
	Name: National Guardsman Title: _____ Religion: _____		Player: Image Campaign: Merenci, AZ Created On: Aug 9, 2008		Race: 0 Attributes: 50 Advantages: 30 Disadvantages: -27 Quirks: 0 Skills: 26 Spells: 0 Earned: 0	
Description						
Race: Human		Height: 5' 10.86614"		Hair: Brown, Straight, Long		
Gender: Male		Weight: 176.4 lb		Eyes: Green		
Age: 38		Size: +0		Skin: Brown		
Birthday: March 29		TL: 8		Hand: Right		

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST): 11		Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____	Basic FP: 11
Dexterity (DX): 11		• None (0)	24 lb	5	9	-	Eye	-9	0	Tired: 3	Collapse: 0
Intelligence (IQ): 11		Light (1)	48 lb	4	8	3-4	Skull	-7	2	Unconscious: -11	Current HP: _____
Health (HT): 11		Medium (2)	72 lb	3	7	5	Face	-5	0	Basic HP: 11	Reeling: 3
Will: 10		Heavy (3)	144 lb	2	6	6-7	R. Leg	-2	0	Check #1: -11	Collapse: 0
Fright Check: 12		X-Heavy (4)	240 lb	1	5	8	R. Arm	-2	0	Check #2: -22	Check #3: -33
Basic Speed: 5.5		Lifting & Moving Things				9-10	Torso	0	0	Check #4: -44	Dead: -55
Basic Move: 5		Basic Lift: 24 lb				11	Groin	-3	0		
Perception: 10		One-Handed Lift: 48 lb				12	L. Arm	-2	0		
Vision: 10		Two-Handed Lift: 192 lb				13-14	L. Leg	-2	0		
Hearing: 10		Shove & Knock Over: 288 lb				15	Hand	-4	0		
Taste & Smell: 10		Running Shove & Knock Over: 576 lb				16	Foot	-4	0		
Touch: 10		Carry On Back: 360 lb				17-18	Neck	-5	0		
thr: 1d-1 sw: 1d+1		Shift Slightly: 1,200 lb				-	Vitals	-3	0		

Advantages & Disadvantages		Pts	Ref	Skills				SL	RSL	Pts	Ref
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)		15	B43	Computer Operation/TL11				12	IQ+1	2	B184
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)		5	B55	Current Affairs/TL11 (Headline News)				11	IQ+0	1	B186
Talent (Outdoorsman) 1		10	B91	Driving/TL11 (Automobile)				11	DX+0	2	B188
Code of Honor (Soldier's)		-10	B127	Electronics Operation/TL11 (Communications)				11	IQ+0	2	B189
Duty (National Guard) FR: 6, -2.		-2	B133	First Aid/TL11				12	IQ+1	2	B195
Honesty CR: 12 (Quite Often).		-10	B138	Hiking				11	HT+0	2	B200
Sense of Duty Comrads		-5	B153	Hobby Skill (Poker)				11	IQ+0	1	B200
				Housekeeping				12	IQ+1	2	B200
				Survival (Desert)				11	Per+1	2	B223
				▼ Combat							
				Brawling				12	DX+1	2	B182
				Guns/TL11 (Pistol)				13	DX+2	4	B198
				Guns/TL11 (Rifle)				13	DX+2	4	B198

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	10	No		1d-1 cr	C,1	
Natural		Kick w/Boots	10	No		1d cr	C,1	
Natural		Punch	12	10		1d-2 cr	C	

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Assault Rifle, 7.62mmS			13	4	5d+1 pi	400/3000	10	30+1(3)	-4	2	10†
Auto Pistol, .45			13	2	2d pi+	175/1700	3	7+1(3)	-2	3	10

Equipment (13.5 lb; \$600)		?	#	\$	W	\$	W	Ref
Assault Rifle, 7.62mmS		E	1	300	10.5 lb	300	10.5 lb	B279
Auto Pistol, .45		E	1	300	3 lb	300	3 lb	B278

Notes	
desert camo w/ assault rifle and auto pistol side arm military 2-way radio	