Portrait / Identity / Miscellaneous / 184 Points

Identity
Name	Nicolas Smith	
Title	Hammer	
Organization	Angels CRT	

Miscellaneous
Created	Jul 11, 2020, 4:30 PM
Modified	Nov 7, 2022, 1:55 PM
Player	captainjoy

184 Points
0	Unspent
0	Race
50	Attributes
136	Advantages
-49	Disadvantages
-5	Quirks
52	Skills
0	Spells

Description
Gender	Male	Height	6'4"	Hair	Brown
Age	20	Weight	165 lb	Eyes	Blue
Birthday	July 29	Size	+0	Skin	White
Religion		TL	9	Hand	Right

Primary Attributes
[20]	12	Strength (ST)
[20]	11	Dexterity (DX)
[0]	10	Intelligence (IQ)
[10]	11	Health (HT)

Basic Damage
1d	Basic Thrust
2d	Basic Swing

Secondary Attributes
[0]	10	Will
[0]	12	Fright Check
[0]	10	Perception (Per)
[0]	10	Vision
[0]	10	Hearing
[0]	10	Taste & Smell
[0]	10	Touch
[0]	5.5	Basic Speed
[0]	5	Basic Move

Point Pools
[0]	11 of 11	FP [Rested]
[0]	12 of 12	HP [Healthy]

Humanoid
Roll	Location	DR
	Eyes	-9 / 14
3-4	Skull	-7 / 32
5	Face	-5 / 12
6-7	Right Leg	-2 / 24
8	Right Arm	-2 / 26
9-10	Torso	+0 / 24
11	Groin	-3 / 24
12	Left Arm	-2 / 26
13-14	Left Leg	-2 / 24
15	Hand	-4 / 14
16	Foot	-4 / 18
17-18	Neck	-5 / 12
	Vitals	-3 / 24

Encumbrance, Move & Dodge
Level	Max Load	Move	Dodge
🔒 0 None	39 lb	5	9
1 Light	78 lb	4	8
2 Medium	117 lb	3	7
3 Heavy	234 lb	2	6
4 X-Heavy	390 lb	1	5

Lifting & Moving Things
39 lb	Basic Lift
78 lb	One-Handed Lift
312 lb	Two-Handed Lift
468 lb	Shove & Knock Over
936 lb	Running Shove & Knock Over
585 lb	Carry On Back
1950 lb	Shift Slightly

Reaction
±	
+1	from anybody impressed by super-quick physical action or reflexes
+2	from Boy Scouts, campers, and survivalists.
+1	from like-minded extroverts
-1	or worse from sober-minded citizens (GM discretion)

Ranged Weapon
Ranged Weapon	Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Electrolaser Pistol — C/36 shots.		11	4	HT-4 (2) aff	40/80	3	36(3)	-2	1	4
Electrolaser Pistol — C/36 shots.	Linked	0		1d-3 burn						
Hand Grenade, Stun — Fuse 2		10	0		42	1	1	0	0	
Magnum Pistol, 15mmCLP		15	2	4d+1 pi++	235/2,600	3	9+1(3)	-2	4	11

Melee Weapon
Melee Weapon	Usage	SL	Parry	Block	Damage	Reach	ST
Electronic Cuffs — ST 20. DR 10. A/1wk.	Binding	14	11		spec.	C	
Knee Strike	Knee Strike	13			1d+1 cr	C	
Multi-Purpose Rescue Axe	Swing	10	9U	No	2d+3 cut	1,2*	12‡
Natural Attacks	Bite	13	No	No	1d cr	C	
Natural Attacks	Kick	11	No		1d+1 cr	C,1	
Natural Attacks	Punch	13	10		1d cr	C	

Trait
Trait	Pts	🔖
⊗ 1 Social Background	12	
Contact (Louisville CRT) — Effective skill (15); Group; Appears quite rarely (6-); Completely reliable; Favor	3	B44
Cultural Familiarity (Native American) — Do not suffer the normal -3 penalty for unfamiliarity	1	B23
Language: Cherokee — Spoken (Accented); Written (Accented)	4	B24
Language: Choctaw — Spoken (Accented); Written (Accented)	4	B24

Skill / Technique
Skill / Technique	SL	RSL	Pts	🔖
⊗ Skills			51	
Acrobatics — Perfect Balance [+1], Souped-Up Reflexes Talent 1 [+1]	12	DX+1	2	B174
Beam Weapons/TL9 (Pistol) — Default: Guns/TL9 (Pistol)-4	11	DX	0	B179
Beam Weapons/TL9 (Rifle)	7	DX-4	0	B179
Brawling	13	DX+2	4	B182
Climbing — Perfect Balance [+1]	11	DX	1	B183

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Trait	Pts	🔖
⊙ 2 Cybernetics	75	
⊙ Accelerated Reflexes (TL10)	25	UT212
Radical procedure (major at TL12). $50,000. LC2.		
Extra Attack 1	25	B53+
Multi-Strike; Electrical Adds attacks to attack maneuvers. (MA126)		
Perfect Balance	12	B74
Temporary Disadvantage, Electrical		
Souped-Up Reflexes Talent 1	4	
Temporary Disadvantage, Electrical		
⊙ Subdermal Armor (TL9)	28	UT211
Radical procedure (major at TL10-12). $2,000. LC2.		
Damage Resistance 4	12	B47
Tough Skin (Effects that just require skin contact or a scratch ignore this DR)		
Damage Resistance 8	16	B47
Limited (Piercing and Cutting); Tough Skin (Effects that just require skin contact or a scratch ignore this DR)		
⊙ Two Bionic Arms (TL9)	7	UT209
Two major procedures; $24,000; LC4.		
Arm ST 2	8	B40
Both arms and hands; Temporary Disadvantages, Electrical; Maintenance, 1 person, weekly affects lift, thrown, and attacks — but not Basic Lift		
Damage Resistance 2	8	B47
Arms and Hands		
No Fine Manipulators	-9	B145
Mitigator (Cybernetic (UT207))		
⊙ Two Bionic Eyes (TL9)	-1	UT209
Two major eye procedures. $10,000. LC4.		
Accessory (Video Display)	1	B100
Blindness	-15	B124
Mitigator (Cybernetic (UT207)) -6 to all combat skills; cannot target hit locations		
Nictitating Membrane 2	2	B71
Temporary Disadvantage, Electrical		
Night Vision 2	2	B71
Protected Sense (Vision)	5	B78
Telescopic Vision 1	4	B92
Temporary Disadvantage, Electrical		
⊙ 3 Advantages	25	
Combat Reflexes	15	B43
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)		
Talent (Survivor) 2	10	PU3:16
Reaction Bonus (Scouts, campers, and survivalists.); Alternate Benefit (Scrounging to find simple equipment with offseting improvides equipment penalty. Must be simple!)		
⊙ 4 Disadvantages	-25	

Skill / Technique	SL	RSL	Pts	🔖
Current Affairs/TL9 (Regional)	10	IQ	1	B186
Oklahoma Native Americans				
Fast-Draw (Pistol)	17	DX+6	1	B194
Combat Reflexes [+1], Souped-Up Reflexes Talent 1 [+1], Power Holster (Magnum Pistol, 15mmCLP) [+4]				
First Aid/TL9 (Elf)	12	IQ+2	1	B195
Talent (Survivor) 2 [+2 (+1 per level)]				
First Aid/TL9 (Human)	13	IQ+3	2	B195
Talent (Survivor) 2 [+2 (+1 per level)]				
First Aid/TL9 (Orc)	12	IQ+2	1	B195
Talent (Survivor) 2 [+2 (+1 per level)]				
First Aid/TL9 (Troll)	12	IQ+2	1	B195
Talent (Survivor) 2 [+2 (+1 per level)]				
Forced Entry	11	DX	1	B196
Guns/TL9 (Pistol)	15	DX+4	12	B198
Guns/TL9 (Rifle)	13	DX+2	0	B198
Default: Guns/TL9 (Pistol)-2				
Judo	14	DX+3	16	B203
Allows parrying two different attacks per turn, one with each hand.				
Naturalist (Earthlike)	12	IQ+2	4	B211
Talent (Survivor) 2 [+2 (+1 per level)]				
Piloting/TL9 (Vertol)	11	DX	1	B214
Perfect Balance [+1]				
Professional Skill (Firefighter)	10	DX-1	1	B215
Survival (any)	9	Per-1	0	B223
Default: Naturalist (Earthlike)-3 Talent (Survivor) 2 [+2 (+1 per level)]				
Throwing	10	DX-1	1	B226
Two-Handed Axe/Mace	10	DX-1	1	B208
⊙ Techniques			1	
Binding	14	+0	0	MA82
Default: Judo				
Disarming	14	+0	0	B230+
Default: Judo				
Dual-Weapon Defense	10	-1	0	MA83
Default: Judo Parry-1				
Knee Strike	13	+0	1	B232+
Default: Brawling-1				
Roll with Blow	12	-2	0	MA87
Default: Judo-2				

Trait	Pts	🔖
Code of Honor (Soldier's)	-10	B127
An officer should be tough but fair, lead from the front, and look out for his men; an enlisted man should look out for his buddies and take care of his kit. Every soldier should be willing to fight and die for the honor of his unit, service, and country; follow orders; obey the "rules of war"; treat an honorable enemy with respect (a dishonorable enemy deserves a bullet); and wear the uniform with pride.		
Compulsive Playfulness	-5	B128
CR: 12 (Resist quite often)		

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Trait	Pts	
Selfless CR: 12 (Resist quite often) You must make a self-control roll to put your needs – even survival – before those of someone else.	-5	B153
Sense of Duty Clients	-5	B153
⊘ 5 Quirks	-5	
Distinctive Features - Mustache +1 to others' attempts to identify or follow you	-1	B165
Expression makes up acronyms	-1	B164
Like Cheeseburgers	-1	B164
Like Native Americans	-1	B164
Practical Joker	-1	B162
Natural Attacks	0	B271

✔	#	Carried Equipment (24.95 lb; $5250)	Uses	TL	LC	💰	⚖	💰💰	⚖⚖	🔖
✔	1	**Clothing, Ordinary, Status 0** $120		10		0	2 lb	0	2 lb	HT63
✔	1	**Power Holster (Magnum Pistol, 15mmCLP)** B/100 uses.		9		1000	2 lb	1000	2 lb	UT151
✔	1	**Magnum Pistol, 15mmCLP**		9	3	870	1 lb	870	1 lb	UT137
✔	1	**Electrolaser Pistol** C/36 shots.		9		1800	2.2 lb	1800	2.2 lb	UT120
✔	1	**Hand Grenade, Stun** Fuse 2		8	2	40	1 lb	40	1 lb	B277
✔	1	**Electronic Cuffs** ST 20. DR 10. A/1wk.		9		40	0.25 lb	40	0.25 lb	UT107
✔	1	**Multi-Purpose Rescue Axe**		8		200	4.5 lb	200	4.5 lb	HT25
✔	1	**Reflex Bodysuit** DR-8 vs. non piercing/cutting. Flexible (DR 12)		9	3	900	6 lb	900	6 lb	UT172
✔	1	**Light Infantry Helmet**		9	3	250	3 lb	250	3 lb	UT176
✔	1	**Assault Boots** DR+6 to the underside of boot		9		150	3 lb	150	3 lb	UT173

#	Other Equipment ($29100)	Uses	TL	LC	💰	⚖	💰💰	⚖⚖	🔖
1	**Anti-Materiel Rifle, 15mmCL**		9	3	8000	30 lb	8000	30 lb	UT137
1	**Heavy Electrolaser** External D-cell.		9	3	20000	20 lb	20000	20 lb	UT120
1	**Heavy-Duty Electronic Cuffs** ST 40. DR 15. A/1wk.		9	3	100	0.5 lb	100	0.5 lb	UT107
1000	**Credits** Reward from Farragut				1	0 lb	1000	0 lb	

Note	🔖
⊘ CYBERNETICS	
Cybernetic replacement parts for specific body locations are bought as a crippling disadvantage with the Mitigator (-70%) limitation. This limitation is assumed to include the effects of the Electrical, Maintenance (1 person, monthly) (p. B143), and Unhealing (p. B160) disadvantages for that body part.	UT207

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KROMM ON BIONIC ARMS (http://forums.sjgames.com/showthread.php?p=376027#post376027)

Other drawbacks included in the 0-point feature "it's mechanical" with such benefits as has its own HP, doesn't feel pain, doesn't bleed, can't be injected with poison, isn't subject to infection, etc., are goodies like requires regular lubricants and recharges (i.e., maintenance), sets off metal detectors and other alarms, dies if fried with a surge, can be hacked or machine-controlled to act against you, can't use extra effort, and is subject to the rules for failure under dirty environmental conditions. While we could assign every advantage and disadvantage in this long list, and then say, "And then limit them all to one arm," it's simpler to assume that the positives and negatives just about cancel out, and that the small residual point value won't matter much after sticking a steep single-body-part limitation on it.

Consider:

Electrical (Limited, Arm, -40%) [-12]
High Pain Threshold (Limited, Arm, -40%) [6]
Immunity to Metabolic Hazards (Limited, Arm, -40%) [18]
Injury Tolerance (Independent Body Parts; Limited, Arm, -40%; Reattachment Only, -50%)* [7]
Injury Tolerance (No Blood; Limited, Arm, -40%) [3]
Injury Tolerance (Unliving; Limited, Arm, -40%) [12]
Maintenance (1 person, Monthly; Limited, Arm, -40%) [-1]
No Extra Effort (Limited, Arm, -40%) + No Fatigue (Limited, Arm, -40%)† [0]
Reprogrammable (Limited, Arm, -40%)‡ [-6]
Social Stigma (Valuable Property; Limited, Arm, -40%)** [-6]
Susceptible 1 (Unclean Environments; Limited, Arm, -40%)†† [-1]
Unhealing (Total; Limited, Arm, -40%) [-18]
Unnatural Features 5 (+5 to detect with sensors; Limited, Arm, -40%)‡‡ [-3]

* Simulates independent HP, ability to remove/cripple arm without affecting overall health, etc.
† The usual zero-point feature of machines that can neither have nor burn FP.
‡ Represents the manufacturer's ability to hide evil programming, the limb's susceptibility to hacking and machine control, and random programming glitches.
** Stands for the fact that airport personnel can ask you to remove it, judges might decree that you can't have it in jail, etc. It's "just" property, not a part of you that others need to respect. Even chopping it off in a fight might be vandalism but not assault!
†† In salt air and other very minor corrosive environments, it needs to make the HT rolls on p. B485, while meat people do not.
‡‡ Specifically, the limb sets off sensors that detect RF emissions, metal, etc., in a way that live people do not.

Total: -1 point.

And arguably, that -1 point could be balanced by a 1-point Accessory perk, since in most settings, you can build in a minor gadget for close to no cost.

⊙ MISC.

TL9 Starting Wealth = $30,000 (B27)
$6,000 worth of adventuring gear (= 20% or $30,000)

The Farragut family sends all of you a short note through your employer.
They thank you for your service and the risks you took on their behalf.

They've sent a 1000 credit reward to each of you.

They also offer a free week's stay at any of their all inclusive resorts.
When your vacation comes up next you have options.

⊙ COMBAT

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Note	🔖

THROWING (B40, B226, B355-7)

Throwing ST = 14 (ST12 + Arm ST 2)
Optimum weight for Damage: 8-14 lbs. (16yd 2ft 4in - 14y) for Thrust +1 per die = 1d+1
Optimum weight for Distance: 1 lb (42yd) for Thrust -2 per die = 1d-2

B40+

ANTI-MATERIAL RIFLE, 15mmCL (UT135,7)

Lvl 13 (Pistol skill-2 default), Acc 6+3, Dmg 16d pi+, Rng 2000/9000, RoF 3, Shots 10(3), Bulk -6, Rcl 4, ST 12B†
Weighs 30 lb., so will likely bump Encumbrance up a level.

The +3 Acc comes from an integral 8x telescopic sight. (B412)
When firing from a prone position with the bipod, the weapon is concidered braced (an additional +1 to Aimed shots)
and the ST requirment is only 8†. (B270)

	w/o Bipod	w Bipod	
No Aim:	+0	+0	
Aim 1:	+7	+8	= +6(Acc) +1(telescopic sight)
Aim 2:	+9	+10	= +6(Acc) +2(telescopic sight) +1(Aim 2nd second)
Aim 3:	+11	+12	= +6(Acc) +3(telescopic sight) +2(Aim 3rd second)

This gun is a beast; the recoil (-4) and damage (16d pi+) are so high there may be little point in squeezing off more than one round.

Extra Attack — Optional Rule from Pyramid #3/77, Douglas H. Cole's "On Target", p. 27
If you have this trait, you may aim and fire in one turn, choosing any combination of Aim and Attack maneuvers you like. However, you suffer the worst repercussions from both choices when it comes to movement, Per, and defenses. Multi-strike is not required to Aim and shoot using Extra Attack.

UT137