DATAFORTRESS 2.0.2.0

PRESENTS:

D-ROCS MODIFIED CHARACTER SHEETS

By Deric Bernier

These are standard character sheets, with a few minor additions I made to better enhance my game. To make things more understandable, here is a guide to the changes, some will be obvious, and others might not.

On the front page, at the top, you will notice a box marked S.I.N., this is for your character's State Identification Number. In my games a S.I.N. is 3 digits longer than an American social security number, so it reads 4 digits, then three digits, then 5 digits. It's a simple and fun addition.

Below the box for the S.I.N. number, I have added a box for your Initiative; this helps speed the game up. Also, in the space for your character portrait I have added to inset boxes, one for your martial art abilities, and another for your combat modifiers, again, to make things a little faster in combat situations.

You will also notice that I have added more dividers to the stats, this is to reflect the changes that can be made by cybernetics. On the right side of the divider, you put your natural, unmodified score, and on the left side your stat as it is with current implants.
In the armor boxes, you will notice a tiny box has been added to each, this is to represent your armor bonus when your character is naked.

In the BTM box, you will notice a small inset box reading P.H.A.D. This stands for Points Healed A Day. For most characters this is 1/2, but certain cybernetics can increase this, and it is a handy thing to know.

Finally, in the space next to where it says cybernetics, I have made 2 small additions. Assets, representing monies you have in banks or investments; and EB, the amount of cash the character carries.

On to Page 2, standard

At the top of page 2, you will see an added section with the word Spouse followed by a blank space where you can write down the name of your significant other, under that is another box marked lovers. Cyberpunk and roleplaying being what they are, I added plenty of spaces for the names of any of your characters girlfriends/boyfriends, whatever. Going down, you will see additional spaces after Family Background to write down the names of your parents.

After motivations you will see a space added titled Personality Disorders, to notate drug addictions, mental conditions, cyberpsychosis, and the like.

In LifePath you will see spaces marked for the character's date of birth, height, and weight.

Armor is self-explanatory.

Finally, under weapons you will notice 2 new columns have been added, one marked L, for location, and another R.C. for reloads carried. Location should be noted by simple abbreviations, such as LS (left shoulder), RH (right hip), BBM (back belt), etc… Reloads carried is simply a measure of how many spare magazines, or speed loaders, the character is carrying.

I added color to the standard modified sheets just for a little extra style.

Next you will come across the character sheets for Full Conversion Cyborgs. The wound and BTM boxes have been removed and replaced with damage trackers for SP and SDP. I added colored versions of these as well.

The rest of the sheets are back sheets specialized for Police and Military characters, saving you the trouble of having to keep write out all the standard issue gear and equipment. The only additions other than gear made to the cop and military sheets are places for rank, commendations and medals, and badge and serial numbers.

The first three police back sheets are only different due to the different issued side-arms they elect to carry and are for standard uniformed officers (Patrol, Beat, SWAT, C-SWAT), the third back sheet is for Motorcycle Patrol, and the final sheet is for Undercover or Plain Clothes detectives.

The Military back sheets follow and are Standard, Standard with LAW, Demolitions, Officer, Medic, Heavy Machine Gunner, Communications, Sniper.

Yes, I know, these sheets are extremely anal, but thats the way I am, if there are any of you who are as anal, I am sure you will find these a godsend.

These character sheets were created By Deric Bernier, specifically for Datafortress 2020. You can find out more about the game, and the context to which these sheets are necessary by visiting http://datafortress2020.110mb.com.

CYBERPUNK

HANDLE _____

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad
☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS [ ]

S.I.N. [- -]

STATS **INITIATIVE:** [ ]

INT [/] REF [/] TECH [ ] COOL [/]
ATTR [/] LUCK [ ] MA [/] BODY [/]
EMP [/] Run [/] Leap [/] Lift [/]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE [ ]

BTM [ ] P.H.A.D

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun=0	Stun=1	Stun=2	Stun=3	Stun=4

MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
Stun=5	Stun=6	Stun=7	Stun=8	Stun=9

STRIKE/CAST	=	= WEAPON	+
PUNCH	=	=	+
KICK	=	=	+
DISARM	=		
SWEEP	=		
BLOCK/PARRY	=		
DODGE	=		
GRAPPLE	=		
THROW	=	=	+
HOLD	=		
CHOKE	=	=	
ESCAPE	=		
RAM	=	=	+

HANDGUN	=
RIFLE	=
SUBMACHINEGUN	=
HEAVY WEAPONS	=
A/N	=

DRAWING OF CHARACTER

SKILLS

Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [ ]
Combat Sense [ ]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [ ]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [ ]

COOL/WILL
Interrogation [ ]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [ ]

EMPATHY
Human Perception [ ]
Interview [ ]
Leadership [ ]
Seduction [ ]
Social [ ]
Persuasion & Fast Talk [ ]
Perform [ ]

INT
Accounting [ ]
Anthropology [ ]
Awareness/Notice [ ]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [ ]
Diagnose Illness [ ]
Education & Gen.Know [ ]
Expert_____ [ ]
Gamble [ ]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language_____ [ ]
Language_____ [ ]
Language_____ [ ]
Library Search [ ]
Mathematics [ ]
Physics [ ]
Programming [ ]
Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [ ]
Brawling [ ]
Dance [ ]
Dodge & Escape [ ]
Driving [ ]
Fencing [ ]
Handgun [ ]
Heavy Weapons [ ]
Martial Art 1_____ [ ]
Martial Art 2_____ [ ]
Martial Art 3_____ [ ]
Melee [ ]
Motorcycle [ ]
Operate Hvy. Machinery [ ]
Pilot (Gyro) [ ]
Pilot (Fixed Wing) [ ]
Pilot (Dirigible) [ ]
Pilot (Vect.Thrust Vehicle) [ ]
Rifle [ ]
Stealth [ ]
Submachinegun [ ]

TECH
Aero Tech [ ]
AV Tech [ ]
Basic Tech [ ]
Cryotank Operation [ ]
Cyberdeck Design [ ]
CyberTech [ ]
Demolitions [ ]
Disguise [ ]
Electronics [ ]
Elect. Security [ ]
First Aid [ ]
Forgery [ ]
Gyro Tech [ ]
Paint or Draw [ ]
Photo & Film [ ]
Pharmacuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]

Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS

Assets: $. EB Carried: $.

HEAD:	CYBEROPTICS:	CYBERAUDIO:	VOCAL OPTIONS:

RIGHT ARM:	TORSO:	LEFT ARM:

LEFT LEG?	OTHER OPTIONS:	RIGHT LEG:

TOTAL EUROBUCK COST: [ ] TOTAL HUMANITY LOST: [ ]

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LIFEPATH, GEAR & WEAPONS

LIFEPATH

SPOUSE	
LOVERS	

Style

Clothes

Hair

Affectations

Ethnicity

Language

Family Background

FATHER	
MOTHER	

Siblings

♂ ☐ ♀ ☐

Motivations

PERSONALITY DISORDERS

Traits

Valued Person

Value Most

Feel About People

Valued Posession

Life Events

D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR	

GEAR

Type	Cost	Wt
ARMOR		

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.

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HANDLE

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad ☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS

S.I.N. - -

STATS **INITIATIVE:**

INT [ ] REF [ ] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [ ] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						

SAVE **BTM** P.H.A.D

LIGHT	SERIOUS	CRITICAL	MORTAL0	MORTAL1
Stun=0	Stun=-1	Stun=-2	Stun=-3	Stun=-4

MORTAL 2	MORTAL3	MORTAL4	MORTAL 5	MORTAL 6
Stun= 5	Stun=-6	Stun= 7	Stun= 8	Stun= 9

CyberPunk®

STRIKE/CAST	=	= WEAPON	+
PUNCH	=	=	+
KICK	=	=	+
DISARM	=		
SWEEP	=		
BLOCK/PARRY	=		
DODGE	=		
GRAPPLE	=		
THROW	=	=	+
HOLD	=		
CHOKE	=	=	
ESCAPE	=		
RAM	=	=	+

HANDGUN	=
RIFLE	=
SUBMACHINEGUN	=
HEAVY WEAPONS	=
A/N	=

DRAWING OF CHARACTER

SKILLS Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [ ]
Combat Sense [ ]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [ ]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [ ]

COOL/WILL
Interrogation [ ]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [ ]

EMPATHY
Human Perception [ ]
Interview [ ]
Leadership [ ]
Seduction [ ]
Social [ ]
Persuasion & Fast Talk [ ]
Perform [ ]

INT
Accounting [ ]
Anthropology [ ]
Awareness/Notice [ ]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [ ]
Diagnose Illness [ ]
Education & Gen.Know [ ]
Expert_____ [ ]
Gamble [ ]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language_____ [ ]
Language_____ [ ]
Language_____ [ ]
Library Search [ ]
Mathematics [ ]
Physics [ ]
Programming [ ]
Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [ ]
Brawling [ ]
Dance [ ]
Dodge & Escape [ ]
Driving [ ]
Fencing [ ]
Handgun [ ]
Heavy Weapons [ ]
Martial Art 1_____ [ ]
Martial Art 2_____ [ ]
Martial Art 3_____ [ ]
Melee [ ]
Motorcycle [ ]
Operate Hvy. Machinery [ ]
Pilot (Gyro) [ ]
Pilot (Fixed Wing) [ ]
Pilot (Dirigible) [ ]
Pilot (Vect.Thrust Vehicle) [ ]
Rifle [ ]
Stealth [ ]
Submachinegun [ ]

TECH
Aero Tech [ ]
AV Tech [ ]
Basic Tech [ ]
Cryotank Operation [ ]
Cyberdeck Design [ ]
CyberTech [ ]
Demolitions [ ]
Disguise [ ]
Electronics [ ]
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First Aid [ ]
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Paint or Draw [ ]
Photo & Film [ ]
Pharmacuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS

Assets: $. EB Carried: $.

HEAD:	CYBEROPTICS:	CYBERAUDIO:	VOCAL OPTIONS:

RIGHT ARM:	TORSO:	LEFT ARM:

LEFT LEG?	OTHER OPTIONS:	RIGHT LEG:

TOTAL EUROBUCK COST: TOTAL HUMANITY LOST:

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LIFEPATH, GEAR & WEAPONS

LIFEPATH

SPOUSE

LOVERS

Style

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Affectations

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D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

Type	Cost	Wt
ARMOR		

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.

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CYBERPUNK®

HANDLE

CAMPAIGN

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad
☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS

S.I.N. - -

C.B.I.N.

STATS **INITIATIVE:**

INT [ ] REF [ ] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [ ] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						
SDP						

STRIKE/CAST	=	=	WEAPON +
PUNCH	=	=	+
KICK	=	=	+
DISARM	=		
SWEEP	=		
BLOCK/PARRY	=		
DODGE	=		
GRAPPLE	=		
THROW	=	=	+
HOLD	=		
CHOKE	=	=	
ESCAPE	=		
RAM	=	=	+

HANDGUN	=
RIFLE	=
SUBMACHINEGUN	=
HEAVY WEAPONS	=
A/N	=

DRAWING OF CHARACTER

SKILLS Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

SPECIAL ABILITIES
Authority [ ]
Charismatic Leadership [ ]
Combat Sense [ ]
Credibility [ ]
Family [ ]
Interface [ ]
Jury Rig [ ]
Medical Tech [ ]
Resources [ ]
Streetdeal [ ]

ATTR
Personal Grooming [ ]
Wardrobe & Style [ ]

BODY
Endurance [ ]
Strength Feat [ ]
Swimming [ ]

COOL/WILL
Interrogation [ ]
Intimidate [ ]
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Resist Torture/Drugs [ ]
Streetwise [ ]

EMPATHY
Human Perception [ ]
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Leadership [ ]
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Language_____ [ ]
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Library Search [ ]
Mathematics [ ]
Physics [ ]
Programming [ ]
Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

REF
Archery [ ]
Athletics [ ]
Brawling [ ]
Dance [ ]
Dodge & Escape [ ]
Driving [ ]
Fencing [ ]
Handgun [ ]
Heavy Weapons [ ]
Martial Art 1_____ [ ]
Martial Art 2_____ [ ]
Martial Art 3_____ [ ]
Melee [ ]
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Operate Hvy. Machinery [ ]
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Pilot (Fixed Wing) [ ]
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Aero Tech [ ]
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Cryotank Operation [ ]
Cyberdeck Design [ ]
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Demolitions [ ]
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Gyro Tech [ ]
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Photo & Film [ ]
Pharmacuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]

Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS Assets: $. EB Carried: $.

BODY STYLE: Make: Model:

HEAD:	CYBEROPTICS:	CYBERAUDIO:	VOCAL OPTIONS:

RIGHT ARM:	TORSO:	LEFT ARM:

LEFT LEG?	OTHER OPTIONS:	RIGHT LEG:

TOTAL EUROBUCK COST: TOTAL HUMANITY LOST:

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Cyberpunk®

HANDLE

CAMPAIGN

ROLE ☐ Solo ☐ Rocker ☐ Netrunner ☐ Media ☐ Nomad ☐ Fixer ☐ Cop ☐ Corp ☐ Techie ☐ Medtechie

CHARACTER POINTS

S.I.N. - -

C.B.I.N.

STATS **INITIATIVE:**

INT [ ] REF [ ] TECH [ ] COOL [ ]
ATTR [ ] LUCK [ ] MA [ ] BODY [ ]
EMP [ ] Run [ ] Leap [ ] Lift [ ]

Location	Head 1	Torso 2-4	R.Arm 5	L.Arm 6	R.Leg 7-8	L.Leg 9-0
Armor SP						
SDP						

STRIKE/CAST	=	= WEAPON	+
PUNCH	=	=	+
KICK	=	=	+
DISARM	=		
SWEEP	=		
BLOCK/PARRY	=		
DODGE	=		
GRAPPLE	=		
THROW	=	=	+
HOLD	=		
CHOKE	=	=	
ESCAPE	=		
RAM	=	=	+

HANDGUN	=
RIFLE	=
SUBMACHINEGUN	=
HEAVY WEAPONS	=
A/N	=

DRAWING OF CHARACTER

SKILLS Add Skill points to applicable STAT, then list in box. Mark Chipped Skills with an X next to [ ] box.

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Charismatic Leadership [ ]
Combat Sense [ ]
Credibility [ ]
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Personal Grooming [ ]
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Endurance [ ]
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Swimming [ ]

COOL/WILL
Interrogation [ ]
Intimidate [ ]
Oratory [ ]
Resist Torture/Drugs [ ]
Streetwise [ ]

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Human Perception [ ]
Interview [ ]
Leadership [ ]
Seduction [ ]
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Persuasion & Fast Talk [ ]
Perform [ ]

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Accounting [ ]
Anthropology [ ]
Awareness/Notice [ ]
Biology [ ]
Botany [ ]
Chemistry [ ]
Composition [ ]
Diagnose Illness [ ]
Education & Gen.Know [ ]
Expert_____ [ ]
Gamble [ ]
Geology [ ]
Hide/Evade [ ]
History [ ]
Language_____ [ ]
Language_____ [ ]
Language_____ [ ]
Library Search [ ]
Mathematics [ ]
Physics [ ]
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Shadow/Track [ ]
Stock Market [ ]
System Knowledge [ ]
Teaching [ ]
Wilderness Survival [ ]
Zoology [ ]

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Athletics [ ]
Brawling [ ]
Dance [ ]
Dodge & Escape [ ]
Driving [ ]
Fencing [ ]
Handgun [ ]
Heavy Weapons [ ]
Martial Art 1_____ [ ]
Martial Art 2_____ [ ]
Martial Art 3_____ [ ]
Melee [ ]
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Operate Hvy. Machinery [ ]
Pilot (Gyro) [ ]
Pilot (Fixed Wing) [ ]
Pilot (Dirigible) [ ]
Pilot (Vect.Thrust Vehicle) [ ]
Rifle [ ]
Stealth [ ]
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Aero Tech [ ]
AV Tech [ ]
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Disguise [ ]
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Forgery [ ]
Gyro Tech [ ]
Paint or Draw [ ]
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Pharmacuticals [ ]
Pick Lock [ ]
Pick Pocket [ ]
Play Instrument [ ]
Weaponsmith [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]
Other [ ]

REP [ ]
CURRENT IP [ ]
HUMANITY [ ]

CYBERNETICS Assets: $. EB Carried: $.

BODY STYLE Make: Model:

HEAD:	CYBEROPTICS:	CYBERAUDIO:	VOCAL OPTIONS:

RIGHT ARM:	TORSO:	LEFT ARM:

LEFT LEG?	OTHER OPTIONS:	RIGHT LEG:

TOTAL EUROBUCK COST: TOTAL HUMANITY LOST:

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Family Background

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MOTHER

Siblings

♂ ☐ ♀ ☐

Motivations

PERSONALITY DISORDERS

Traits

Valued Person

Value Most

Feel About People

Valued Posession

Life Events

D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

Type	Cost	Wt
POLICE ISSUE		
Uniform, Dress Uniform, Gun Belt, Shoulder Rig, Badge (With Police Cookie Cutter Chip), Gloves		
O.I.D. Collar Button, Police Identification, Gas Mask (SP:10 Face), Flashlight, Rubber Gloves x 2,		
Ion Cuffs x 2, Plasscuffs x 4, Stripwire Binders x 10, Departmental Equipment Pass, Rain Pancho		
Evidence Kit (Extending Probe, 1 Use Fingerprint Kit, Evidence Bags x10), Spare Magazines x 3,		
Speedloader x 4 (2 standard, 1 Loaded with 3 dart 3 taser, 1 Loaded with 3 Hyp. Pen & 3 Exp.)		
All Police Sidearms are equipped with 911 chips& gun cams, Utility knife,		
ARMOR		
POLICE ISSUE		
Torso (SP:20 + Optional SP:5 Hard Insert), Arm Plates (SP:15), Leg Plates (SP:18), Helmet (SP:25		

BADGE NUMBER

RANK

WEAPONS

* indicates Police Issue

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
L.Sh.	* Armalite .44	P	+1	J	C	4D6 + 1	8	1	ST	3
R.Hp.	* Arasaka LEH-451	P	0	J	P	4D6 + 1	6	1	VR	2/2*
Belt	* Restraint Caster	P	-1	J	P	Tangle	4	1	ST	
Belt	* Street Tech Burst	SHT	-1	P	E	2D6 + 1	1	1	VR	
Belt	*Excalibur Nightstick II	MEL	0	J	P	2D6+3/St	8	1	VR	
R.Ch	* Combat Knife	MEL	0	J	C	1D6	NA	NA	VR	
L.Bo	* Boot Knife	MEL	0	P	C	1D6 / 2	NA	NA	VR	
Belt	* Police Pepper Spray	EX	-1	P	P	Mace	6	1	ST	

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LIFEPATH, GEAR & WEAPONS

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Motivations

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Life Events

D.O.B. / / HEIGHT WEIGHT

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YEAR

GEAR

Type	Cost	Wt
POLICE ISSUE		
Uniform, Dress Uniform, Gun Belt, Shoulder Rig, Badge (With Police Cookie Cutter Chip), Gloves		
O.I.D. Collar Button, Police Identification, Gas Mask (SP:10 Face), Flashlight, Rubber Gloves x 2,		
Ion Cuffs x 2, Plasscuffs x 4, Stripwire Binders x 10, Departmental Equipment Pass, Rain Pancho		
Evidence Kit (Extending Probe, 1 Use Fingerprint Kit, Evidence Bags x10), Spare Magazines x6,		
Speedloader x 4 (2 standard, 1 Loaded with 3 dart 3 taser, 1 Loaded with 3 Hyp. Pen & 3 Exp.)		
All Police Sidearms are equipped with 911 chips& gun cams, Utility knife,		
ARMOR		
POLICE ISSUE		
Torso (SP:20 + Optional SP:5 Hard Insert), Arm Plates (SP:15), Leg Plates (SP:18), Helmet (SP:25		

BADGE NUMBER

RANK

WEAPONS

* indicates Police Issue

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.Hp.	* C.A. DDMAP	P	0	L	R	4D6 + 1 / 4D6 + 1	12 / 5	1/1	ST	6 2/2*
Belt	* Restraint Caster	P	-1	J	P	Tangle	4	1	ST	
Belt	* Street Tech Burst	SHT	-1	P	E	2D6 + 1	1	1	VR	
Belt	*Excalibur Nightstick II	MEL	0	J	P	2D6+3/St	8	1	VR	
R.Ch	* Combat Knife	MEL	0	J	C	1D6	NA	NA	VR	
L.Bo	* Boot Knife	MEL	0	P	C	1D6 / 2	NA	NA	VR	
Belt	* Police Pepper Spray	EX	-1	P	P	Mace	6	1	ST	

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One event for each year after age 16

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Type	Cost	Wt
POLICE ISSUE		
Uniform, Dress Uniform, Gun Belt, Shoulder Rig, Badge (With Police Cookie Cutter Chip), Gloves		
O.I.D. Collar Button, Police Identification, Gas Mask (SP:10 Face), Flashlight, Rubber Gloves x 2,		
Ion Cuffs x 2, Plasscuffs x 4, Stripwire Binders x 10, Departmental Equipment Pass, Rain Pancho		
Evidence Kit (Extending Probe, 1 Use Fingerprint Kit, Evidence Bags x10), Spare Magazines x6,		
Speedloader x 4 (2 standard, 1 Loaded with 2 dart 2 taser, 1 Loaded with 2 Hyp. Pen & 2 Exp.)		
All Police Sidearms are equipped with 911 chips& gun cams, Utility knife,		
ARMOR		
POLICE ISSUE		
Torso (SP:20 + Optional SP:5 Hard Insert), Arm Plates (SP:15), Leg Plates (SP:18), Helmet (SP:25		

BADGE NUMBER

RANK

WEAPONS

* indicates Police Issue

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.Hp.	* C.A. LDD-4	P	0	L	R	2D6 + 3 / 4D6 + 1	16 / 4	1/1	ST	6 2/2*
Belt	* Restraint Caster	P	-1	J	P	Tangle	4	1	ST	
Belt	* Street Tech Burst	SHT	-1	P	E	2D6 + 1	1	1	VR	
Belt	*Excalibur Nightstick II	MEL	0	J	P	2D6+3/St	8	1	VR	
R.Ch	* Combat Knife	MEL	0	J	C	1D6	NA	NA	VR	
L.Bo	* Boot Knife	MEL	0	P	C	1D6 / 2	NA	NA	VR	
Belt	* Police Pepper Spray	EX	-1	P	P	Mace	6	1	ST	

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Type	Cost	Wt
POLICE ISSUE		
Uniform, Dress Uniform, Gun Belt, Shoulder Rig, Badge (With Police Cookie Cutter Chip), Gloves		
O.I.D. Collar Button, Police Identification, Gas Mask (SP:10 Face), Flashlight, Rubber Gloves x 2,		
Ion Cuffs x 2, Plasscuffs x 4, Stripwire Binders x 10, Departmental Equipment Pass, Rain Pancho		
Evidence Kit (Extending Probe, 1 Use Fingerprint Kit, Evidence Bags x10), Spare Magazines x 3,		
Speedloader x 4 (2 standard, 1 Loaded with 3 dart 3 taser, 1 Loaded with 3 Hyp. Pen & 3 Exp.)		
All Police Sidearms are equipped with 911 chips& gun cams, Utility knife,		
ARMOR		
POLICE ISSUE		
Torso (SP:18), Helmet (SP:20)		

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WEAPONS

* indicates Police Issue

L. / R.Hp.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
	* C.A. DDMAP	P	0	L	R	4D6 + 1 / 4D6 + 1	12 / 5	1/1	ST	2 2/2*
Belt	* Restraint Caster	P	-1	J	P	Tangle	4	1	ST	
Belt	* Street Tech Burst	SHT	-1	P	E	2D6 + 1	1	1	VR	
Belt	*Excalibur Nightstick II	MEL	0	J	P	2D6+3/St	8	1	VR	
R.Ch	* Combat Knife	MEL	0	J	C	1D6	NA	NA	VR	
L.Bo	* Boot Knife	MEL	0	P	C	1D6 / 2	NA	NA	VR	
Belt	* Police Pepper Spray	EX	-1	P	P	Mace	6	1	ST	

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Type	Cost	Wt
POLICE ISSUE		
Badge (With Police Cookie Cutter Chip), O.I.D. Collar Button, Holster, Police Identification,		
Plasscuffs x 2, Evidence Kit (Extending Probe, 1 Use Fingerprint Kit, Evidence Bags x10),		
Departmental Equipment Pass, Notebook		
All Police Sidearms are equipped with 911 chips& gun cams,		
ARMOR		
POLICE ISSUE		
Concealable Armor Vest (SP:12 W/ optional SP:5 hard plate insert)		

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WEAPONS

* indicates Police Issue

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.Hp.	* Armalite .44	P	+1	J	C	4D6 + 1	8	1	ST	2
Belt	* Street Tech Burst	SHT	-1	P	E	2D6 + 1	1	1	VR	

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	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

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WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6

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One event for each year after age 16

YEAR

GEAR

	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
Bandolier: 20 25mm Grenades + 20 12ga. Shells.		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

Serial Number

Rank

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6
	L.A.W.	HVY	-2	L	P	4D10APHT	1	1	VR	

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D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Electronics Kit,		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
Demolition Kit (Timers, Detcord, Wire, Remote Detonators, Tools)		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

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WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6
	Militech M-212 GL	HVY	+1	N	P	4D10AP	8	1	VR	
						7D6 Frag	8			
						4D6/3Turn	8			
	Demo Kit (C-6 Plastique)	Hvy	0	P (kg)	P	8D10 (kg)	4 Kg	1	VR	
B.P.	Claymore	HVY	0	J	P	4D10	1	1	VR	4

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	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6: Datatel Mapmaker		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Wutani Motion Sensor,		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
Militech Military Binoculars (Rangefinder, LL, IE, Therm, LTAS)		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

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WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6

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FOOTLOCKER	Cost	Wt
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
Full Field Medkit,		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

Serial Number

Rank

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6

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Life Events

D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 1 MG Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Bandolier: 6 Machinegune Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
Gyro Stabilization Mount, Extra belt of ammunition,		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

Serial Number

Rank

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M71B3HB	HVY	0	N	P	6D10	50/100	15	VR	7/1

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Life Events

D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Militech "Thompson" Long Range Radio, Military Microcomp, Military Cybermodem, Chips,		
Worldsat Communications Flopscreen,		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

Serial Number

Rank

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6

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Life Events

D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

	Cost	Wt
FOOTLOCKER		
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2, M-90 Suppressor		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Ghillie Suit,		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
M-90 Waterproof Case (Weapon must be dissasembled)		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

Serial Number

Rank

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Militech M-52AR	R	+2/-1	N	C	8D6	60	1/3/35	VR	12
	M-52AR Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	M-52AR 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6
Ba.	Barrett M-90 (ETA,SC,SL)	RIF	+3	N	R	9D10	10	1	VR	4

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Life Events

D.O.B. / / HEIGHT WEIGHT

One event for each year after age 16

YEAR

GEAR

FOOTLOCKER	Cost	Wt
BDU Summer & Winter Wear (Desert, Jungle, Urban, Olive, Black, Grey, Pants &Jacket, 2 Pr. Each		
BDU Hats & Caps In Matching Colors, BDU Belt, Combat Boots In Matching Colors, Battle gloves		
Warm Socks x5, Dress Uniform, Dress Belt, Dress Hat, Dress Shoes, Dress Gloves, Dress Tie,		
T-Shirts (Patterns Matching BDU's), Underwear x 5, Shoelaces x 2 pair, Toiletries, Laundry Bag,		
I.D. Patches, Lock Box, Dog Tags,		
WORN		
Dog Tags, Underwear, Socks, T-Shirt, BDU Pants & Jacket, Combat Gloves, Combat Boots, Watch		
Blowsing Straps,		
R. Rear Pocket: ( )L. Rear Pocket: ( )		
R. Front Pocket: ( )L. Front Pocket: ( )		
R. Leg Pocket: ( ) L. Leg Pocket: ( )		
R. Jacket Pocket: ( ) L. Jacket Pocket( )		
HEAVY BELT		
Pouch 1: 25mm Frag Grenages x 6, Pouch 2: Smart Goggles(Therm, IR, AD, LL, TO, SGL,)		
Pouch 3: Semi-Auto Handgun Magazines x2, Suppressor, Pouch 4: Uzi Mags x 2, Suppressor,		
Pouch 5: Glowstick x 6, 20 Iodine Tabs, Pouch 6:		
Plastic Canteen (1 ltr) x2,		
LOAD BEARING EQUIPMENT		
Black Electrical Tape, Flashlight (IR, Reflective, Black Lenses), Utility Knife, Leather Tool,		
Magazine Pouch: 2 Rifle Mags, Grenades (2 Frag, 2 Incendiary, 2 Flash), 6 12ga. Shells,		
BACKPACK		
Small Tent, Hammock/Sleeping Bag, Mess Kit, Hexamite Stove, Small Tool Kit, 2 Weeks MRE's,		
IR/Rain Pancho, Cutting Torch, Sm. Medkit, 20ft Rope, Entrenching Tool, Warm Socks 2 pair,		
Collapsing Mine Detector, Smoke Grenades (Blue, Red, White, Green, 1 each), 4 Batteries, 2 Bulbs		
Bandolier: 10 Assault Rifle Magazines, Leg Pouch: MI9A3 Gas Mask, Watch, Comm Link (Helmet),		
Bandolier: 20 25mm Grenades + 20 12ga. Shells.		
ARMOR Torso Armor (SP: 18), Groin Armor (SP: 10), Throat Armor (SP: 10) Helmet (SP: 20),		
Shin/Knee Guard (SP: 10)		

Serial Number

Rank

WEAPONS

L.	Name	Type	WA	Conc.	Avail.	Dam.	#Shots	ROF	Rel	R.C.
R.L.	Laser Sight H&K SOCOM 2020	P	+1	J	P	4D6+1	12	1	VR	2
L.S.	Colt AMT	P	0	J	C	4D6+1	8	1	VR	2
R.S.	Micro Uzi 2020 (LS, FL)	SMG	+1	J	P	4D6+1	16/32	1/3/30	VR	2
R.C.	Combat Mono-Knife	MEL	0	J	R	2D6	N/A	N/A	VR	
L.B.	Boot Knife	MEL	0	J	C	1D6	N/A	N/A	VR	
CH.	Frag Grenade x2	HVY	0	P	P	7D6	N/A	N/A	ST	
CH.	Incendiary Grenade x 2	HVY	0	P	P	4D6/3Turn	NA	NA	ST	
CH.	Flashbang x 2	HVY	0	P	P	Blind/Deaf	NA	NA	ST	
	Arasaka Morita	R	+2/-1	N	C	8D6	30	1/3/25	VR	12
	Morita Shotgun	SHT	-1	N	C	5D6	6	1	VR	1
	Morita 25mmGrenades	HVY	0	N	P	2D6+1	NA	NA	ST	6
	L.A.W.	HVY	-2	L	P	4D10APHT	1	1	VR	

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