


Portrait	Identity	Player Information	200 Points
	Name: Jacob Glengarry	Player: Rhyos	Race: 0
	Title: _____	Campaign: _____	Attributes: 155
	Religion: _____	Created On: Nov 30, 2016	Advantages: 30
Description			Disadvantages: -29
Race: Human	Height: 5' 10"	Hair: Buzzed, Black	Quirks: -3
Gender: Male	Weight: 160 lb	Eyes: Green	Skills: 47
Age: 30	Size: + 0	Skin: Pale	Spells: 0
Birthday: January 13	TL: 8	Hand: Right	Earned: 0

Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST): 13	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____	Basic FP: 12
Dexterity (DX): 13	None (0)	34 lb	6	9	-	Eye	-9	2	Tired: 3	Collapse: 0
Intelligence (IQ): 12	Light (1)	68 lb	4	8	3-4	Skull	-7	14	Unconscious: -12	Current HP: _____
Health (HT): 12	• Medium (2)	102 lb	3	7	5-5	Face	-5	2	Basic HP: 13	Reeling: 4
Will: 12	Heavy (3)	204 lb	2	6	6-7	Right Leg	-2	0	Collapse: 0	Check #1: -13
Fright Check: 12	X-Heavy (4)	340 lb	1	5	8-8	Right Arm	-2	0	Check #2: -26	Check #3: -39
Basic Speed: 6.25	Lifting & Moving Things				9-10	Torso	0	5	Check #4: -52	Dead: -65
Basic Move: 6	Basic Lift:			34 lb	11-11	Groin	-3	5		
Perception: 13	One-Handed Lift:			68 lb	12-12	Left Arm	-2	0		
Vision: 14	Two-Handed Lift:			272 lb	13-14	Left Leg	-2	0		
Hearing: 13	Shove & Knock Over:			408 lb	15-15	Hand	-4	0		
Taste & Smell: 13	Running Shove & Knock Over:			816 lb	16-16	Foot	-4	0		
Touch: 13	Carry On Back:			510 lb	17-18	Neck	-5	0		
thr: 1d sw: 2d-1	Shift Slightly:			1,700 lb	-	Vitals	-3	0		

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Ally (MSgt. McGriddles) Point total (25% of your starting points), +1; Appears almost all the time (15-), x3.	3	B36	Brawling	13	DX+0	1	B182
Absolute Direction	5	B34	Camouflage	12	IQ+0	1	B183
Acute Vision 1	2	B35	Climbing	11	DX+0	2	B183
Danger Sense	15	B47	Computer Operation/TL8	12	IQ+0	1	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	Criminology/TL8	12	IQ+0	2	B186
Code of Honor (Soldier's)	-10	B127	Detect Lies	12	Per-1	2	B187
Sense of Duty StarGate Command, -10.	-10	B153	Diplomacy	11	IQ-1	2	B187
Chronic Depression (Mitigated) CR: 12 (Resist Quite Often).	-9	B126	Electronics Operation/TL8 (Security)	12	IQ+0	2	B189
Minor Addiction SSRI (Depression Mitigator)	-1	B164	First Aid/TL8	13	IQ+1	1	B195
Humble	-1	B164	Forced Entry	13	DX+0	1	B196
Attentive	-1	B163	Forensics/TL8 Default: Criminology/TL8 - 4	11	IQ-1	2	B196
			Gesture	13	IQ+1	2	B198
			Guns/TL8 (Pistol)	14	DX+1	2	B198
			Guns/TL8 (Submachine Gun) Default: Guns/TL8 (Pistol) - 2	13	DX+0	1	B198
			Interrogation	12	IQ+0	2	B202
			Law (Police)	11	IQ-1	3	B204
			Observation	13	Per+0	2	B211
			Running	12	HT+0	2	B218
			Search	13	Per+0	2	B219
			Streetwise	12	IQ+0	2	B223
			Soldier/TL8	12	IQ+0	2	B221
			Savoir-Faire (Police)	12	IQ+0	1	B218
			Savoir-Faire (Military)	12	IQ+0	1	B218
			Tactics	11	IQ-1	2	B224
			Urban Survival	13	Per+0	2	B228
			NBC Suit/TL8	13	DX+0	2	B192

Advantages & Disadvantages		Pts	Ref	Skills				SL	RSL	Pts	Ref		
				Animal Handling (Dogs)				12	IQ+0	2	B175		
Melee Weapons							Usage	Lvl	Parry	Block	Damage	Reach	ST
Utility Knife							Cut	0	-1	No	2d-4 cut	C,1	5
Ranged Weapons			Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST	
FN P90, 5.7x28mm Integral reflex sight.				13	4	3d-1(2) pi-	180/1,900	15	50+1(5)	-3	2	8†	
TASER M26 Integral targeting laser. 8xXS/40sec.				14	0	1d-3 pi-	7	1	2(3i)	-2	2	7	
TASER M26 Integral targeting laser. 8xXS/40sec.			Follow-Up	0		HT-5(0.5) aff							
#	?	Equipment (79.15 lb; \$5,373)					\$	W	\$	W	Ref		
1	E	Combat Loadout					0	0 lb	3,760	23.15 lb			
1	E	FN P90, 5.7x28mm Integral reflex sight.					1,650	6.6 lb	1,650	6.6 lb	HT124		
3	E	FN P90 Magazine					0	1 lb	0	3 lb			
1	E	TASER M26 Integral targeting laser. 8xXS/40sec.					400	1.1 lb	400	1.1 lb	HT89		
3	E	TASER M26 cartridge					20	0.15 lb	60	0.45 lb	HT90		
1	E	Headphones and Throat Mike					500	1 lb	500	1 lb	HT38		
1	E	Ballistic Helmet					250	3 lb	250	3 lb	HT70		
1	E	Assault Vest Flexible. DR12 vs. pi, cut.					900	8 lb	900	8 lb	HT66		
1	E	Expedition Pack					0	0 lb	1,592	55 lb			
1	E	Backpack, Frame					100	10 lb	1,592	55 lb	B288		
1	E	Sleeping Bag Survival +1.					100	2 lb	100	2 lb	HT56		
1	E	Tent, Dome Shelters 2. Survival +2.					75	4 lb	75	4 lb	HT57		
1	E	Rain Gear					0	1 lb	0	1 lb			
1	E	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.					5	1 lb	5	1 lb	B288		
1	E	First Aid Kit A complete kit for treating wounds, with bandages, ointments, etc.					50	1 lb	50	1 lb	B289		
1	E	Gas Mask					250	2 lb	250	2 lb	HT72		
1	E	Camp Tool					0	3 lb	0	3 lb			
10	E	Rope, 1/2" "Quantity" represents yards. Supports 2 tons.					9	0.1 lb	90	1 lb	HT56		
1	E	Utility Knife					2	1 lb	2	1 lb	HT25		
2	E	Water (L)					0	5 lb	0	10 lb			
1	E	Water Filter					100	1 lb	100	1 lb	HT59		
1	E	Flashlight, Heavy 10yd. beam for 50 hours.					20	1 lb	20	1 lb	ACT1:29		
1	E	Cleaning Kit					0	1 lb	0	1 lb			
1	E	Military-Grade Binoculars 10x magnification					800	1 lb	800	1 lb	HT47		
10	E	MRE					0	1.5 lb	0	15 lb			
1	E	Survival Pack					0	1 lb	21	1 lb			
1	E	Knife (3")					0	0 lb	0	0 lb			
1	E	Fishing Kit					5	0 lb	5	0 lb	HT58		
1	E	Blanket, Emergency Survival +1.					5	0 lb	5	0 lb	HT57		
1	E	Whistle					5	0 lb	5	0 lb	HT58		

#	?	Equipment (79.15 lb; \$5,373)	\$	W	\$	W	Ref
1	E	Signal Mirror	5	0 lb	5	0 lb	HT58
1	E	Duct Tape 60 yards per roll.	1	0 lb	1	0 lb	HT26
1	E	Firesteel	0	0 lb	0	0 lb	
10	E	Paracord	0	0 lb	0	0 lb	
8	E	Snare Wire	0	0 lb	0	0 lb	
10	E	Wound closure strips	0	0 lb	0	0 lb	
30	E	Medication (SSRI)	0	0 lb	0	0 lb	
1	E	SGC GDO	0	0 lb	0	0 lb	