


Portrait	Identity		Miscellaneous		194 Points
	✂ Name Tariq Sandoval	Created Jul 21, 2022 at 7:37 PM	2 Unspent		
	Title Demolition Man	Modified Aug 27, 2022 at 4:12 PM	0 Race		
	Organization The Exiles	Player GnomesofZurich	125 Attributes		
Description					
✂ Gender Male	✂ Height 5' 9"	✂ Hair ???	52 Advantages		
✂ Age ???	✂ Weight 110 lb	✂ Eyes ???	-40 Disadvantages		
✂ Birthday ???	Size +0	✂ Skin ???	-6 Quirks		
Religion ???	TL 8	✂ Hand ???	61 Skills		

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge			
[10] 11 Strength (ST)	[10] 12 Will	Roll	Location	DR	Level	Max Load	Move	Dodge		
[40] 12 Dexterity (DX)	[0] 12 Fright Check	-	Eyes	-9	0	None	24 lb	6	9	
[60] 13 Intelligence (IQ)	[0] 13 Perception (Per)	3-4	Skull	-7	14	1	48 lb	4	8	
[20] 12 Health (HT)	[0] 13 Vision	5	Face	-5	10	2	72 lb	3	7	
1d-1 Basic Thrust	[0] 9 Hearing	6-7	Right Leg	-2	12/5	3	144 lb	2	6	
1d+1 Basic Swing	[0] 13 Taste & Smell	8	Right Arm	-2	0	4	240 lb	1	5	
		9-10	Torso	+0	17/10/35	Lifting & Moving Things				
		11	Groin	-3	12/5	24 lb Basic Lift				
		12	Left Arm	-2	0	48 lb One-Handed Lift				
		13-14	Left Leg	-2	12/5	192 lb Two-Handed Lift				
		15	Hand	-4	0	288 lb Shove & Knock Over				
		16	Foot	-4	2	576 lb Running Shove & Knock Over				
		17-18	Neck	-5	0	360 lb Carry On Back				
		-	Vitals	-3	17/10/35	1,200 lb Shift Slightly				

Modifier	Reaction	Modifier	Condition
-1	to resist Influence skills: Diplomacy, Fast-Talk, Intimidation, Savoir-Faire, Sex Appeal, and Streetwise	-4	to any skill roll where it is important that you understand someone speaking
		+1	to skill rolls when working on lengthy tasks, but -3 to notice any important interruption
		-2	to ST vs. knockback

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
ARGES HG 86			13		3d-1 cr ex [2d cut]	38			-1		
M67			13		9d cr ex [2d cut]	38			-1		
Glock 22, .40 S&W		APHC	12	2	2d+2(2) pi	160/1,800	3	15+1(3)	-2	2	8
Empty weight given.											
Glock 22, .40 S&W		FMJ	12	2	2d+2 pi+	160/1,800	3	15+1(3)	-2	2	8
Empty weight given.											
Milkor USA M32A1, 40x51mmSR		HE	14	1	4d-1 cr ex [2d cut]	30/440	3	6(3i)	-6*	2	10+
Cheap quality. Integral collimating sight. With sling swivels and attached sling. Can chamber short 40x46mmSR and/or long 40x51mmSR rounds without problem. Modified to have 12-round clockwork drum. Empty weight given.											

Advantages & Disadvantages		Pts	📌	Skills		SL	RSL	Pts	📌
▼ Advantages		48		▼ Explosives				25	
Gadgeteer		25	B57	Explosives (Demolition)		19	IQ+6	24	B194
Quick; Specialized (Armaments)				Set Trap (Explosives (Demolition))		17	-2	0	B233
Luck		15	B66+	Default: Explosives (Demolition) - 2					
Usable once per hour of play				Explosives (Explosive Ordnance Disposal)		15	IQ+2	0	B194
Gizmo 1		5	B57+	Default: Explosives (Demolition) - 4					
Reputation 3		3	B26	Explosives (Fireworks)		15	IQ+2	0	B194
People Affected (Settlers); Recognized sometimes (10-)				Default: Explosives (Demolition) - 4					
Heroic				Hazardous Materials (Chemical)		12	IQ-1	1	B199
▼ Perks		4		▼ Engineering				8	
Improvised Weapons (Axe/Mace)		1	PU2:6	Architecture		13	IQ+0	2	B176
One-Task Wonder		1	PU2:17	Armoury (Small Arms)		13	IQ+0	2	B178
Chemistry defaults to full IQ when concocting incendiaries				Engineer (Combat)		13	IQ+0	0	B190
Shtick		1	B101+	Default: Explosives (Demolition) - 6					
Can strike a flame anywhere				Engineer (Mining)		13	IQ+0	0	B190
Dual Ready (Grenade)		1	PU2:5	Default: Explosives (Demolition) - 6					

Advantages & Disadvantages		Pts	📌	Skills		SL	RSL	Pts	📌
▼ Disadvantages		-40		Engineer (Small Arms)	12	IQ-1	2	B190	
Hard of Hearing		-10	B138	Default: Armoury (Small Arms) - 6					
Delusion (Explosives are safe around me!)		-5	B130	Mechanic (Automobile)	12	IQ-1	1	B207	
Minor				Mathematics (Applied)	11	IQ-2	1	B207	
No Sense of Smell/Taste		-5	B146	▼ Fighting			13		
Oblivious		-5	B146	Guns (Grenade Launcher)	14	DX+2	4	B198	
Pyromania		-5	B150	Guns (Pistol)	12	DX+0	1	B198	
CR: 12 (Resist Quite Often)				Default: Guns (Grenade Launcher) - 4					
Make a self-control roll whenever you have an opportunity to set a fire				Throwing	13	DX+1	4	B226	
Sense of Duty		-5	B153	Fast-Draw (Ammo)	12	DX+0	1	B194+	
Companions				Axe/Mace	12	DX+0	2	B208	
Skinny		-5	B18	Soldier	12	IQ-1	1	B221	
▼ Quirks		-6		▼ Others			15		
Attentive		-1	B163	First Aid	14	IQ+1	2	B195	
Careful		-1	B163	Survival (Woodlands)	12	Per-1	1	B223	
Distinctive Feature (Red Mark)		-1	B165	Camouflage	13	IQ+0	1	B183	
Likes Explosives		-1	B164	Default: Survival (Woodlands) - 2					
Staid		-1	B164	Stealth	10	DX+0	2	B222	
Twitchy		-1	PU6:25	Includes modifiers from: Encumbrance [-2]					
				Traps	13	IQ+0	2	B226	
				Scrounging	13	Per+0	1	B218	
				Search	12	Per-1	1	B219	
				Smuggling	12	IQ-1	1	B221	
				Knot-Tying	12	DX+0	1	B203+	
				Driving (Automobile)	11	DX-1	1	B188	
				Hiking	11	HT-1	1	B200	
				Streetwise	11	IQ-2	1	B223	
				Includes modifiers from: Oblivious [-1]					

☑	#	Carried Equipment (71.745 lb; \$80,190)	Uses	\$	📌	📌	📌	📌
☑	1	Milkor USA M32A1, 40x51mmSR Cheap quality. Integral collimating sight. With sling swivels and attached sling. Can chamber short 40x46mmSR and/or long 40x51mmSR rounds without problem. Modified to have 12-round clockwork drum. Empty weight given.		12,820	13.5 lb	12,820	13.5 lb	HT145
☑	6	40x46mmSR, HE		80	0.5 lb	480	3 lb	HT177
☑	4	40x46mmSR, stun		240	0.5 lb	960	2 lb	HT143
☑	2	40x46mmSR, gas		120	0.5 lb	240	1 lb	HT143
☑	1	▼ Waist Pack		10	1 lb	4,230	9.6 lb	HT31
☑	6	40x46mmSR, HEDP		320	0.5 lb	1,920	3 lb	HT177
☑	2	40x46mmSR, Illumination		200	0.5 lb	400	1 lb	HT171
☑	2	40x46mmSR, IR Illumination		400	0.5 lb	800	1 lb	HT171
☑	2	40x46mmSR, gas		120	0.5 lb	240	1 lb	HT143
☑	2	ARGES HG 86		400	0.4 lb	800	0.8 lb	HT192
☑	2	M67		30	0.9 lb	60	1.8 lb	HT192
☑	1	▼ Belt Holster		50	0.5 lb	10,090	3.15 lb	HT153
☑	1	Glock 22, .40 S&W Empty weight given.		9,460	1.5 lb	9,460	1.5 lb	HT101
☑	2	Magazine		140	0.2 lb	280	0.4 lb	AtE32
☑	30	Pistol Cartridge, APHC		10	0.025 lb	300	0.75 lb	AtE32
☑	1	▼ Armor / outfit		0	0 lb	51,290	39.42 lb	
☑	1	Ballistic Helmet + Tinted Visor + Tiny Radio with Tactical Headset		10,410	5.42 lb	10,410	5.42 lb	HT70
☑	1	Night Vision Goggles Give Night Vision 9. 8 hrs.		9,600	2 lb	9,600	2 lb	B289
☑	1	Gas Mask		4,000	2 lb	4,000	2 lb	HT72
☑	1	Assault Vest Flexible. Better value against cut / pi.		14,400	8 lb	14,400	8 lb	HT66
☑	1	Trauma Plate Front only.		4,800	4 lb	4,800	4 lb	HT66
☑	1	Ballistic Leggings Flexible. Better value against cut / pi.		6,400	8 lb	6,400	8 lb	HT68
☑	1	Boots Flexible.		80	3 lb	80	3 lb	HT68
☑	1	Fur Outfit		0	1 lb	0	1 lb	

☑	#	Carried Equipment (71.745 lb; \$80,190)	Uses	\$	📏	📏	📏	📏	📌
☑	1	Steel Plate Back only.		1,600	6 lb	1,600	6 lb		HT66
☑	1	Wristwatch		80	0.075 lb	80	0.075 lb		B288
#	Other Equipment (\$3,085)		Uses	\$	📏	📏	📏	📏	📌
1	▼	Backpack, Small		60	3 lb	1,357	34.651 lb		B288
1		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		Blanket		20	4 lb	20	4 lb		B288
1		Bandages Bandages for a half-dozen wounds. Basic equipment for First Aid skill.		10	2 lb	10	2 lb		B289
5		Bottled Water		2	1.05 lb	10	5.25 lb		ATE1:30
5		Ration		2	0.5 lb	10	2.5 lb		ATE1:30
1		Balance and Weights		35	3 lb	35	3 lb		B289
1		Shovel, Folding Holdout -4		40	3 lb	40	3 lb		HT25
1		Wire Cutters		30	2 lb	30	2 lb		HT25
1		Multi-Tool		100	0.5 lb	100	0.5 lb		HT26
1		Crowbar, 3'		20	3 lb	20	3 lb		B289
1		Duct Tape 60 yards per roll.		1	2 lb	1	2 lb		HT26
1		Matches, Waterproof Box of 50		6	0.051 lb	6	0.051 lb		B288
30		Pistol Cartridge, FMJ		5	0.025 lb	150	0.75 lb		AtE32
2		M67		30	0.9 lb	60	1.8 lb		HT192
2		ARGES HG 86		400	0.4 lb	800	0.8 lb		HT192
1	▼	Cloth Bag, 6 gal.		6	1 lb	1,728	34.75 lb		LT34
4		M18A1 Claymore Holdout -3.		50	3.5 lb	200	14 lb		HT189
12		TNT		40	1 lb	480	12 lb		HT185
3		Fuse Cord 15' length		10	1 lb	30	3 lb		ATE1:29
2		Detonating Cord 55' length		100	1 lb	200	2 lb		HT187
1		Tiny Radio Code only. 10-mile range. Battery included.		402	0.25 lb	402	0.25 lb		HT38
10		Tiny Radio Code only. Receive only. 10-mile range. Battery included.		41	0.25 lb	410	2.5 lb		HT38