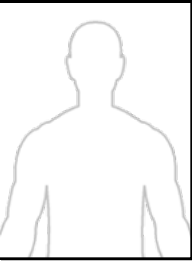


Portrait 	Identity	Player Information	100 Points
	Name: Barry Lawry Title: Electrician Religion: _____	Player: _____ Campaign: _____ Created On: 28-Jan-2012	Attributes: 30 Advantages: 27 Disadvantages: 0 Quirks: 0 Skills: 43 Spells: 0 Race: 0 Earned: 0
Description			
Race: Human	Height: 5' 8"	Hair: Black, Curly	
Gender: Male	Weight: 116 lb	Eyes: Blue	
Age: 24	Size: + 0	Skin: Dark Tan	
Birthday: August 8	TL: 6	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																														
Strength (ST): 9 Dexterity (DX): 10 Intelligence (IQ): 12 Health (HT): 10 Will: 12 Fright Check: 12 Basic Speed: 5 Basic Move: 5 Perception: 12 Vision: 13 Hearing: 12 Taste & Smell: 12 Touch: 12 thr: 1d-2 sw: 1d-1	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>None (0)</td> <td>16 lb</td> <td>5</td> <td>8</td> </tr> <tr> <td>Light (1)</td> <td>32 lb</td> <td>4</td> <td>7</td> </tr> <tr> <td>• Medium (2)</td> <td>48 lb</td> <td>3</td> <td>6</td> </tr> <tr> <td>Heavy (3)</td> <td>96 lb</td> <td>2</td> <td>5</td> </tr> <tr> <td>X-Heavy (4)</td> <td>160 lb</td> <td>1</td> <td>4</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>16 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>32 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>128 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>192 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>384 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>240 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>800 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	None (0)	16 lb	5	8	Light (1)	32 lb	4	7	• Medium (2)	48 lb	3	6	Heavy (3)	96 lb	2	5	X-Heavy (4)	160 lb	1	4	Lifting & Moving Things		Basic Lift:	16 lb	One-Handed Lift:	32 lb	Two-Handed Lift:	128 lb	Shove & Knock Over:	192 lb	Running Shove & Knock Over:	384 lb	Carry On Back:	240 lb	Shift Slightly:	800 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>6</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>2</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>2</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>2</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	6	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	2	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	2	17-18	Neck	-5	0	-	Vitals	-3	2	<table border="1"> <tbody> <tr> <td>Current FP: _____</td> </tr> <tr> <td>Basic FP: 10</td> </tr> <tr> <td>Tired: 3</td> </tr> <tr> <td>Collapse: 0</td> </tr> <tr> <td>Unconscious: -10</td> </tr> <tr> <td>Current HP: _____</td> </tr> <tr> <td>Basic HP: 9</td> </tr> <tr> <td>Reeling: 2</td> </tr> <tr> <td>Collapse: 0</td> </tr> <tr> <td>Check #1: -9</td> </tr> <tr> <td>Check #2: -18</td> </tr> <tr> <td>Check #3: -27</td> </tr> <tr> <td>Check #4: -36</td> </tr> <tr> <td>Dead: -45</td> </tr> </tbody> </table>	Current FP: _____	Basic FP: 10	Tired: 3	Collapse: 0	Unconscious: -10	Current HP: _____	Basic HP: 9	Reeling: 2	Collapse: 0	Check #1: -9	Check #2: -18	Check #3: -27	Check #4: -36	Dead: -45
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Acute Vision 1	2	B35	Electrician/TL6	14	IQ+2	8	B189
Gadgeteer	25	B57	Electronics Operation/TL6 (Communications)	13	IQ+1	4	B189
			Electronics Operation/TL6 (Media)	13	IQ+1	4	B189
			Electronics Repair/TL6 (Communications)	13	IQ+1	4	B190
			Electronics Repair/TL6 (Media)	13	IQ+1	4	B190
			Engineer/TL6 (Electrical)	10	IQ-2	1	B190
			Engineer/TL6 (Electronics)	10	IQ-2	1	B190
			Guns/TL6 (Pistol)	11	DX+1	2	B198
			Guns/TL6 (Rifle)	12	DX+2	4	B198
			Knife (Bayonette)	10	DX+0	1	B208
			Mathematics/TL6 (Applied)	12	IQ+0	4	B207
			Mathematics/TL6 (Statistics)	11	IQ-1	2	B207
			Smith/TL6 (Copper)	12	IQ+0	2	B221
			Smith/TL6 (Lead & Tin)	12	IQ+0	2	B221

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	8	No		1d-2 cr	C,1	
Natural		Kick w/Boots	8	No		1d-1 cr	C,1	
Natural		Punch	10	8		1d-3 cr	C	

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Nambu 14 Shiki, 8x21mm			11	2	1d+1 pi	160/1,700	3	8+1(3)	-2	2	9
Winchester M1, .30 M1			12	4	4d+1 pi	330/2,100	3	15+1(3)	-4	2	8†

Equipment (32.225 lb; \$10,000)		?	#	\$	W	\$	W	Ref
Winchester M1, .30 M1		E	1	400	5.8 lb	400	5.8 lb	HT120

Equipment (32.225 lb; \$10,000)	?	#	\$	W	\$	W	Ref
Fixed-Power Scope +1 Acc. Magnification [2x-32x].	E	1	125	1.5 lb	125	1.5 lb	HT156
.30 M1 Carbine (7.62x33mm)	E	75	0.4	0.029 lb	30	2.175 lb	HT176
Nambu 14 Shiki, 8x21mm	E	1	350	2.4 lb	350	2.4 lb	HT101
8x21mm Nambu (ammunition)	E	310	0.2	0.025 lb	62	7.75 lb	HT176
Medium Helmet	E	1	60	3 lb	60	3 lb	HT70
Composite Body Armor	-	1	150	6 lb	150	6 lb	HT66
Silk Vest DR4 vs. pi, cut	E	1	800	6 lb	800	6 lb	HT66
Gun-Cleaning Kit collapsible cleaning rod, cleaning patches, brush, cleaning solvent, and lubricant.	E	1	20	0.5 lb	20	0.5 lb	
Fountain Pen	E	1	3	0 lb	3	0 lb	HT19
Notebook Holdout -1	E	1	1	0.1 lb	1	0.1 lb	HT17
Boots, Jungle DR+1 to sole.	E	1	75	3 lb	75	3 lb	HT68
Goggles	C	1	20	0 lb	20	0 lb	HT71
The torn off wing of a Zero Perfectly good Aircraft Steel.	-	1	916	200 lb	916	200 lb	
Gas Mask	-	1	100	4 lb	100	4 lb	HT72
Handcuffs Escape -5. DR 4. HP 6.	-	1	50	0.5 lb	50	0.5 lb	HT217
Sleeping Bag, Heavy Survival +3.	-	1	100	15 lb	100	15 lb	HT57
Cord "Quantity" represents yards. Supports 350lbs.	-	1	20	0.22 lb	20	0.22 lb	HT56
Grappling Hook Padded.	-	1	20	3 lb	20	3 lb	HT55
Binoculars 6x magnification.	-	1	150	3 lb	150	3 lb	HT47
Box Camera	-	1	20	0.5 lb	20	0.5 lb	HT42
Camera Bag	-	1	25	1 lb	25	1 lb	HT43
Duct Tape 60 yards per roll.	-	3	1	2 lb	3	6 lb	HT26
Dynamite	-	10	10	1 lb	100	10 lb	HT185
Thermite	-	20	40	1 lb	800	20 lb	HT188
Portable Muscle-Powered Generator	-	1	50	10 lb	50	10 lb	HT14
Medium Radio 5-mile range. 4xM/14hrs.	-	1	2,500	30 lb	2,500	30 lb	HT38
Headphones	-	1	50	1 lb	50	1 lb	HT41
Portable Tool Kit (Electrician)	-	1	600	20 lb	600	20 lb	HT24
Portable Tool Kit (Electronics Repair: Media)	-	1	1,200	10 lb	1,200	10 lb	HT24
Portable Tool Kit (Electronics Repair: Communications)	-	1	1,200	10 lb	1,200	10 lb	HT24

Notes

Barry Learned how to repair radios, use Ham radios and then other equipment, Black and white televisions and television cameras. Then the war came and he had to pick up a rifle... On an island in the pacific Barry's platoon was sent to take a Japanese installation. Along the way they get into a fire fight with enemy troops and the trigger of Barry's pistol snaps. After the battle Barry has to make due with a Japanese pistol. He finds several boxes of ammunition for it. The last thing Barry remembers is the machine gunner taking out a Zero and it hitting a tree which sheared the left wing off.