



Name: PC Irene Harker

Race: Human

Appearance: A solid, stolid young policewoman with neat, short hair and a conventional, by-the-book manner.

Player:

Ht: 5'6"

Wt: 135 lbs. Age: 24

Spent: 50

Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5.25	[0]
DX	11	[20]	Will	12	[10]	Basic Move	5	[0]
IQ	10	[0]	Per	12	[10]	BL	20 lb	(ST×ST)/5
HT	10	[0]	FP	10	[0]	Thr	1d-2	Sw 1d

TL	8	[0]	SM	+0
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Vision	12	Taste/Smell	12	Death Check	10
Hearing	12	Fright Check	14*	High Jump	1.67 ft
Touch	12	Consciousness	10	Broad Jump	2.33 yd

* +2 from 'Combat Reflexes'

HP 3, 0, -10, -20, -30, -40, -50 FP 3, 0, -10

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

PARRY		PARRY		BLOCK		DODGE		OTHER	
9*		10*		7*		9*			
DX		Tonfa		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	3	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	5F*	0	—	—	Feet	0	0	4	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Cond. +2 from 'Sense of Duty (Vulnerable Kids)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved	

CULTURAL FAMILIARITIES		Pts
Name		
Western (Native)		[0]

LANGUAGES				Pts
Name	Spoken	Written		
English (Native)	Native	Native		[0]
French	Broken	Semi-Lit.		[2]

ADVANTAGES		Pts
Name		
Combat Reflexes		[15]
Police Rank 0 (Constable)		[0]

DISADVANTAGES		Pts
Name		
Duty (Police; 12 or less (quite often))		[-10]
Honesty (15 or less)		[-5]
Pacifism (Cannot Harm Innocents)		[-10]
Sense of Duty (Vulnerable Kids; Small Group)		[-5]

QUIRKS		Pts
Name		
Horrible Hangovers		[-1]
Incompetence (Administration)		[-1]
Staid		[-1]
TV Soap Opera Fan		[-1]



SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Local)	11	IQ+1	[2]
Criminology/TL8	9	IQ-1	[1]
Current Affairs/TL8 (Local Region)	10	IQ+0	[1]
Diplomacy	9	IQ-1	[2]
Driving/TL8 (Automobile)	10	DX-1	[1]
First Aid/TL8 (Human)	11	IQ+1	[2]
Forensics/TL8	8	IQ-2	[1]
Law (British Police)	9	IQ-1	[2]
Liquid Projector/TL8 (Sprayer)	12	DX+1	[2]
Observation	12	Per+0	[2]
Savoir-Faire (Police)	10	IQ+0	[1]
Tonfa	12	DX+1	[4]
Parry: 10			
Wrestling	12	DX+1	[4]
Parry: 10			

TECHNIQUES			
Name	Level	Relative	Pts
Arm Lock (Tonfa)	12	def+0	[0]
Arm Lock (Wrestling)	12	def+0	[0]
Armed Grapple (Tonfa)	10	def+0	[0]
Handcuffing (Wrestling)	12	def+2	[2]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[40]
Advantages, Perks		[17]
Disadvantages, Quirks		[-34]
Skills, Techniques		[27]
Total Points Spent:		50
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	11	—	1d-3 cr	C	—	—	
Kick	9	—	1d-2 cr	C,1	—	—	
Punch	11	9	1d-3 cr	C	—	—	
Tonfa: Butt jab	11	9	1d-2 cr	C	—	4	[4]
Tonfa: Swing	12	10	1d cr	1	7	4	[11]
Tonfa: Thrust	12	10	1d-2 cr	C,1	7	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Pepper Spray	12	Special (Victim must make two HT-4 rolls: one to resist Coughing (p. B428), the other to resist Blindness (p. B124), both lasting until the spray is washed off.)	—	1 yd / 2 yd	Jet	20	3	-1	—	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Anti-Stab Vest (TL8) Description: TL:8 LC:4 DR:5F* Location:torso Location: torso	300	4 lb
1	Flashlight, Mini (TL7) Description: TL:7 Notes: 15' beam, 1hr.	10	4 oz
1	Handcuffs (TL5) Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Ordinary Clothes (Police Uniform; TL0; Free) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Pepper Spray (TL8)	10	1.6 oz
1	Police Radio (5-mile range; TL8)	250	8 oz
1	Reinforced Hat (Police Issue; TL8) Location: skull	0	8 oz
1	Shoes (TL1; Free) Description: TL:1 LC:— DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet	0	2 lb
1	Tonfa (TL3) Description: TL:3 LC:4 \par [Mode:butt jab Damage:thr cr Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] \par [Mode:swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Tonfa Notes:[11]] \par [Mode:thrust Damage:thr cr Reach:C,1 Parry:0 ST:7 Skill:Tonfa], [4] This attack receives Brawling or Karate damage bonuses.	40	1.5 lb

NOTES	
<p>You joined the Police Force straight out of school, because it seemed a good fit for you; police work just seems <i>right</i> to you. (Though for you that means "protecting the helpless" rather than "enforcing the rules" if you have to choose.) You got through training just fine, and most of your assessments have been positive, apart from one little problem; a lot of police work is actually the paperwork afterwards, and you <i>hate</i> paperwork.</p> <p>So you've ended up on regular, routine jobs around this small town, dealing with drunks and vandalism and shoplifters - and occasionally getting to help kids, which is the bit that makes you feel good. You're not sure where your career is going long-term, but you're getting by.</p>	