

Character sheet for <i>Pocket Task Force V21</i>										
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Character Name:				Player Name:				Level:		
Skills	T	Value		Skill Categories			Description			
Sneak				100% Agility, 50% Perception			Sneaking and picking mechanical locks.			
Athletics				100% Agility, 50% Strength			Hand to hand combat, and performing cool moves.			
Firearms				100% Strength, 50% Perception			How good you aim and shoot with a firearms.			
MacGyverism				50% Intelligence, 50% Perception, 20% Strength			Building stuff and driving vehicles.			
Communication				100% Intelligence, 20% Strength			Dealing with human beings. In one way or another.			
h4x0ring				50% Intelligence, 50% Perception			Hacking into computer systems and electronical stuff.			
Weapons		Damage	C2Hit mods	Base Range	Cost		Notes	Stats	Value	
Knife	X	10	-1/m	3	0			Fate Points		
Pistol		15	-1/m	10	300			Kills		
Rifle		20	-1/10m	20	700			Luck		
Shotgun		30-1/m	+1/m	0	600			Money		
Equipment	Description							Chance to Hit / Damage Mod Table		
C4	Can be triggered by any detonator. Deals 50 damage - 5/m.							Head	1-3	8X
Grappling Hook	Can pull you in (ala batman). Basically just a hook that you throw.							Torso	4-12	5X
h4x0r Device	A small handheld device that lets you hack into electronical stuff.							Legs	13-16	3X
Motion Detonator	Triggers when something moves within its radius (set between touch and 5 m)							Arms	17-20	2X
Remote Detonator	A thing with a button that triggers a bomb.							Draw your picture here		
Suction Pads	Can walk up or down walls									
Time Detonator	Set it to trigger after 4 - 2048 seconds. (1800 secs = ½hour)									
Toolkit	Includes various tools such as lock pick, glass-cutter etc..									
Video Camera	A small cam that can send what it sees to a h4x0r device.									
Weapon Mods		Class	Cost	Description				Pistol	Shotgun	Rifle
Sawed-Off Barrel		A	100	C2Hit +3/m, DAM 30-2/m. Can not be used with Range Scatter.					X	
Silencer		A	200	C2Hit -1, Easier to remain unnoticed				X		X
Stun		A	200	C2Hit -2/m instead, Base Range = 0, Target is silently put to sleep.				X		X
Scope		A	300	C2Hit +3, Base Range = 200, Using costs 1 AP each shot.				X	X	X
Semi		A	300	C2Hit -3, Fire 2 rounds / AP. Roll to hit for each shot (same for Autofire).				X	X	X
Laser Sight		B	300	C2Hit +5, Range = 30m, The dot is visible, and so is the beam in smoke.				X	X	X
Autofire		B	500	C2Hit -5, 6 rounds, max C2Hit is 15. After two fires, must reload (1AP)					X	X
Accelerator		B	600	DAM +5, Critical Failure Chance +2				X	X	
Range Shatter		C	900	Base Range can be set between 10-50 m, Changing BR takes 1 AP. Shotgun mod.					X	
Red-Dot		C	1000	C2Hit +5, Is not cumulative with Laser Sight				X	X	X
Sniper		C	1000	C2Hit -1/30m instead, DAM +5, must reload (1AP) after shooting, -3 to sneak						X
Techniques		Class	Cost	Description					Melee	Ranged
Focus		A	300	Use one action to gain +5 C2Hit next action.					X	
Backstab		A	400	Instead of using athletics, use a -10 C2Hit modified Sneak. Target dies.					X	
Dual Strike		B	500	Can attack two targets at no penalty, or one target two times (per AP).					X	
Flurry		B	600	-10 C2Hit, but allowed to hit everyone within a one meter radius in one attack.					X	
Deadly Palm		C	700	-10 C2Hit, Instantly kills the opponent on a successful attack.					X	
Bullet Time		C	1000	-10 C2Hit, your round lasts until you fail with an action. You get -5 C2Hit per action so far.					X	X
Counter Attack		C	1500	-15 C2Hit. Dodges the opponents attack and hits the opponent.					X	X
Hud Mods		Class	Cost	Description						
Audio Assistant		A	300	Amplifies sound. Range = 150 m.						
EM-scanner		A	300	See electromagnetic fields. Range = 20 m.						
Nightvision		B	400	Easier to see in the dark. +5 Sneak in darkness.						
Motionscanner		B	600	See moving things on radar. Range = 20 m.						
Optical Assistant		B	600	See distance to eye focus. Range = 1500 m. Automates Range Shatter and Scope.						
3D Map		C	700	Displays a 3D map of the surroundings. Range = 50 m						
Heatscanner		C	1000	See heat through walls and stuff. Range = 10 meters						
Targeting System		C	2000	Chance to Hit +5, Critical Success Chance + 3						
Perks		Prerequisites		Description						
Fast on Feet		Athletics > 12		You recieve +3 initiative.						
Brute		Athletics > 20		+5 DAM in close combat.						
Dodger		Athletics > 20		Anyone attacking a Dodger has C2Hit -5						
Action Boy		Athletics > 25		Gets an extra AP just for moving each round.						
Ambidextrous		Char. Creation		Without it, you recieve a -10 C2Hit when using two pistols.						
Good Genes		Char. Creation		You get 23 points instead of 20 to distribute during character creation.						
Robert De Niro		Communication > 20		"Best actor in the world." Can impersonate anyone perfectly without regard to body features.						
Sharpshooter		Firearms > 25		Can fire at any body part. Scope doesn't take any APs to use.						
Trigger Happy		Firearms > 25		May divide shots on up to three targets during an AP, and you never have to reload (ala Rambo)!						
I337n3ss		h4x0ring > 15		A hacking attempt can never be noticed.						
Lucky Bastard		Luck > 10		+5 Luck.						
Finesse		Luck > 5		Critical Success Chance +1. Cumulative with Targeting System.						
Gadget Master		MacGyverism > 25		Can create anything, if most parts and a cool explanation are available.						
Comprehension		None		You recieve one extra point to distribute on skills after a mission.						
Guardian Angel		None		You recieve one fate point at the beginning of each mission.						
Silent Killer		Sneak > 20		Can disable an opponent without being heard.						
Silent Runner		Sneak > 25		Makes no sound when moving. Doors that would normally squeak don't, etc.						

[illegible]