

WEAPONS

| Location | Name | Type | WA | Conc. | Avall. | Damage | #Shots | ROF | Reliability | Reloads Carried |
|----------|---------------------------|--------|----|-------|--------|----------------|--------|-----|-------------|-----------------|
| R. Hip | Constituional Arms DD-MAP | P | 0 | L | R | 4D6+1 - 4D6+1 | 12/5 | 1/1 | ST | 6/2-2* |
| Belt | Arasaka Restraint Caster | P | -1 | J | P | Tangle | 4 | 1 | ST | |
| Pocket | Street Tech Burst | SHT | -1 | P | E | 2d6+1 | 1 | 1 | VR | |
| Belt | Excalibur II Nightstick | MEL/EX | 0 | J | P | 2D6 - 2D6 Stun | 8* | 1 | VR | |
| R. Chest | Combat Knife | MEL | 0 | J | C | 1d6 | NA | NA | VR | |
| L. Boot | Boot Knife | MEL | 0 | J | C | 1d6/2 | NA | NA | VR | |
| Belt | Pepper Spray | EX | -1 | P | P | Mace | 6 | 1 | ST | |
| | | | | | | | | | | |
| | | | | | | | | | | |

(All Police issue Sidearms are equipped with 911 Chips and Gun Cameras)

Worn

| Item | Location | Item | Location |
|---------------------------------------|--------------|---|-----------|
| Uniform | Body | O.I.D. Button | L. Collar |
| Gun Belt | Waist | Shoulder Rig | Shoulders |
| Badge (w/cookie cutter) | L. Chest | Gloves | Hands |
| Police I.D., Equip. Pass | Wallet | Gasmask (SP: 10) (LL, AD, TS, & Th. Filter / 30 min. Air) | Neck/Face |
| Spare Magazines x6 | Shoulder Rig | Rain Pancho (Optional) | Body |
| Dress Uniform (Special Occasion Only) | Body | | |

Carried on Gun Belt

| Item | Item |
|--|---|
| Ion Cuffs x2 | Note book |
| Plascuffs x4 | Rubber gloves x2 |
| Stripwire Binder x10 Dispenser | Small Flashlight |
| Speedloader x2 (3 Hyper. Pen./2 Exp. each) | Utility Knife |
| Speedloader x2 (2 Taser/ 3 Dart each) | Evidence Kit (Ext. Probe, 1-use Fingerprint kit, evidence bags x10) |

Other Police Gear

| Item | Item |
|------|------|
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| | |

Armor

| |
|--|
| Vest (SP:20 + optional SP:5 EV:-1 Hard Insert) |
| Helmet (SP:25) (Built in radio) |
| OPTIONAL ADD-ONS: Forearm Plates (SP:10) Shoulder Plates (SP:10) Boot Plates (SP:10) Thigh Plates (SP:10) Knee Pads (SP:10) |
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| | |
|----------------------|---------|
| Rank | Badge # |
| Commendations/Medals | |
| Black Marks | |

Vehicle Image

| | | |
|-------------------------------|----------|--------|
| Vehicle: | Make: | Model: |
| Top Speed: | Acc/Decc | |
| Crew: | Range: | |
| Passengers: | Cargo: | |
| Maneuver: | SDP: | |
| SP: | Type: | |
| Mass: | Cost: | |
| Notes: | | |
| Equipment Carried in Vehicle: | | |

BASIC LOCATION CHART 1D10

| Loc. | Head | Torso | R.Arm | L.Arm | R.Leg | L.leg |
|------|------|-------|-------|-------|-------|-------|
| D10 | 1 | 2-4 | 5 | 6 | 7-8 | 9-0 |

EXPANDED LOCATION TABLE 1D6

| | 1 | Skull | Neckline | Shoulder | Shoulder | Hip | Hip |
|--------|----|------------------------|------------------|-----------|-----------|------------|------------|
| WOUNDS | | | | | | | |
| SP/SDP | 25 | | 20 | 10 | 10 | | |
| | 2 | R/L Cheek/ B. of Skull | Chest/ U. Back | Upper Arm | Upper Arm | Thigh | Thigh |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | 10 | 10 |
| | 3 | R/L Eye/ R/L Ear | Sternum/ Spine | Elbow | Elbow | Knee | Knee |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | 10 | 10 |
| | 4 | Nose/ B. Of Skull | Ribs | Forearm | Forearm | Calf/ Shin | Calf/ Shin |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | 10 | 10 | 10 | 10 |
| | 5 | Mouth/ B. Skull | Stomach/ L. Back | Wrist | Wrist | Ankle | Ankle |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | | |
| | 6 | Neck | Groin/ Rear | Hand | Hand | Foot | Foot |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | | | | | |

WEAPONS

| Location | Name | Type | WA | Conc. | Avall. | Damage | #Shots | ROF | Reliability | Reloads Carried |
|----------|--------------------------|--------|----|-------|--------|----------------|--------|-----|-------------|-----------------|
| R. Hip | Constituional Arms LDD-4 | P | 0 | L | R | 2D6+3 - 4D6+1 | 12/5 | 1/1 | ST | 6/2-2* |
| Belt | Arasaka Restraint Caster | P | -1 | J | P | Tangle | 4 | 1 | ST | |
| Pocket | Street Tech Burst | SHT | -1 | P | E | 2d6+1 | 1 | 1 | VR | |
| Belt | Excalibur II Nightstick | MEL/EX | 0 | J | P | 2D6 - 2D6 Stun | 8* | 1 | VR | |
| R. Chest | Combat Knife | MEL | 0 | J | C | 1d6 | NA | NA | VR | |
| L. Boot | Boot Knife | MEL | 0 | J | C | 1d6/2 | NA | NA | VR | |
| Belt | Pepper Spray | EX | -1 | P | P | Mace | 6 | 1 | ST | |

(All Police issue Sidearms are equipped with 911 Chips and Gun Cameras)

Worn

| Item | Location | Item | Location |
|---------------------------------------|--------------|---|-----------|
| Uniform | Body | O.I.D. Button | L. Collar |
| Gun Belt | Waist | Shoulder Rig | Shoulders |
| Badge (w/cookie cutter) | L. Chest | Gloves | Hands |
| Police I.D., Equip. Pass | Wallet | Gasmask (SP: 10) (LL, AD, TS, & Th. Filter / 30 min. Air) | Neck/Face |
| Spare Magazines x6 | Shoulder Rig | Rain Pancho (Optional) | Body |
| Dress Uniform (Special Occasion Only) | Body | | |

Carried on Gun Belt

| Item | Item |
|--|---|
| Ion Cuffs x2 | Note book |
| Plascuffs x4 | Rubber gloves x2 |
| Stripwire Binder x10 Dispenser | Small Flashlight |
| Speedloader x2 (3 Hyper. Pen./2 Exp. each) | Utility Knife |
| Speedloader x2 (2 Taser/ 3 Dart each) | Evidence Kit (Ext. Probe, 1-use Fingerprint kit, evidence bags x10) |

Other Police Gear

| Item | Item |
|------|------|
| | |
| | |
| | |

Armor

| |
|--|
| Vest (SP:20 + optional SP:5 EV:-1 Hard Insert) |
| Helmet (SP:25) (Built in radio) |
| OPTIONAL ADD-ONS: |
| Forearm Plates (SP:10) Shoulder Plates (SP:10) |
| Boot Plates (SP:10) Thigh Plates (SP:10) Knee Pads (SP:10) |
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| | |
|----------------------|---------|
| Rank | Badge # |
| Commendations/Medals | |
| Black Marks | |

Vehicle Image

| | | |
|-------------------------------|----------|--------|
| Vehicle: | Make: | Model: |
| Top Speed: | Acc/Decc | |
| Crew: | Range: | |
| Passengers: | Cargo: | |
| Maneuver: | SDP: | |
| SP: | Type: | |
| Mass: | Cost: | |
| Notes: | | |
| Equipment Carried in Vehicle: | | |

BASIC LOCATION CHART 1D10

| Loc. | Head | Torso | R.Arm | L.Arm | R.Leg | L.leg |
|------|------|-------|-------|-------|-------|-------|
| D10 | 1 | 2-4 | 5 | 6 | 7-8 | 9-0 |

EXPANDED LOCATION TABLE 1D6

| | 1 | Skull | Neckline | Shoulder | Shoulder | Hip | Hip |
|--------|----|------------------------|------------------|-----------|-----------|------------|------------|
| WOUNDS | | | | | | | |
| SP/SDP | 25 | | 20 | 10 | 10 | | |
| | 2 | R/L Cheek/ B. of Skull | Chest/ U. Back | Upper Arm | Upper Arm | Thigh | Thigh |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | 10 | 10 |
| | 3 | R/L Eye/ B. of Skull | Sternum/ Spine | Elbow | Elbow | Knee | Knee |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | 10 | 10 |
| | 4 | Nose/ R/L Ear | Ribs | Forearm | Forearm | Calf/ Shin | Calf/ Shin |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | 10 | 10 | 10 | 10 |
| | 5 | Mouth/ B. Skull | Stomach/ L. Back | Wrist | Wrist | Ankle | Ankle |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | | |
| | 6 | Neck | Groin/ Rear | Hand | Hand | Foot | Foot |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | | | | | |

WEAPONS

| Location | Name | Type | WA | Conc. | Avail. | Damage | #Shots | ROF | Reliability | Reloads Carried |
|----------|--------------------------|--------|----|-------|--------|----------------|--------|-----|-------------|-----------------|
| Shoulder | Armalite 44 | P | +1 | J | C | 4d6+1 | 8 | 1 | ST | 3 |
| R. Hip | Araska LEH-431 | P | 0 | J | R | 4D6+1 | 6 | 1 | VR | 2-2* |
| Belt | Arasaka Restraint Caster | P | -1 | J | P | Tangle | 4 | 1 | ST | |
| Pocket | Street Tech Burst | SHT | -1 | P | E | 2d6+1 | 1 | 1 | VR | |
| Belt | Excalibur II Nightstick | MEL/EX | 0 | J | P | 2D6 - 2D6 Stun | 8* | 1 | VR | |
| R. Chest | Combat Knife | MEL | 0 | J | C | 1d6 | NA | NA | VR | |
| L. Boot | Boot Knife | MEL | 0 | J | C | 1d6/2 | NA | NA | VR | |
| Belt | Pepper Spray | EX | -1 | P | P | Mace | 6 | 1 | ST | |

(All Police issue Sidearms are equipped with 911 Chips and Gun Cameras)

Worn

| Item | Location | Item | Location |
|---------------------------------------|--------------|--|-----------|
| Uniform | Body | O.I.D. Button | L. Collar |
| Gun Belt | Waist | Shoulder Rig | Shoulders |
| Badge (w/cookie cutter) | L. Chest | Gloves | Hands |
| Police I.D., Equip. Pass | Wallet | Gasmask (SP: 10) (LL, AD, TS, & Th. Filter / 30 min. Air) | Neck/Face |
| Spare Magazines x6 | Shoulder Rig | Rain Pancho (Optional) | Body |
| Dress Uniform (Special Occasion Only) | Body | | |

Carried on Gun Belt

| Item | Item |
|---|--|
| Ion Cuffs x2 | Note book |
| Plascuffs x4 | Rubber gloves x2 |
| Stripwire Binder x10 Dispenser | Small Flashlight |
| Speedloader x2 (3 Hyper. Pen./3 Exp. each) | Utility Knife |
| Speedloader x2 (3 Taser/ 3 Dart each) | Evidence Kit (Ext. Probe, 1-use Fingerprint kit, evidence bags x10) |

Other Police Gear

| Item | Item |
|------|------|
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| | |
| | |

Armor

| |
|--|
| Vest (SP:20 + optional SP:5 EV:-1 Hard Insert) |
| Helmet (SP:25) (Built in radio) |
| OPTIONAL ADD-ONS: Forearm Plates (SP:10) Shoulder Plates (SP:10) Boot Plates (SP:10) Thigh Plates (SP:10) Knee Pads (SP:10) |
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| Rank | Badge # |
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Vehicle Image

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|-------------------------------|----------|--------|
| Vehicle: | Make: | Model: |
| Top Speed: | Acc/Decc | |
| Crew: | Range: | |
| Passengers: | Cargo: | |
| Maneuver: | SDP: | |
| SP: | Type: | |
| Mass: | Cost: | |
| Notes: | | |
| Equipment Carried in Vehicle: | | |

BASIC LOCATION CHART 1D10

| Loc. | Head | Torso | R.Arm | L.Arm | R.Leg | L.leg |
|------|------|-------|-------|-------|-------|-------|
| D10 | 1 | 2-4 | 5 | 6 | 7-8 | 9-0 |

EXPANDED LOCATION TABLE 1D6

| | 1 | Skull | Neckline | Shoulder | Shoulder | Hip | Hip |
|--------|----|---------------------------|---------------------|--------------|-----------|---------------|---------------|
| WOUNDS | | | | | | | |
| SP/SDP | 25 | | 20 | 10 | 10 | | |
| | 2 | R/L Cheek/ B. of Skull | Chest/ U. Back | Upper Arm | Upper Arm | Thigh | Thigh |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | 10 | 10 |
| | 3 | R/L Eye/ R/L Ear | Sternum/ Spine | Elbow | Elbow | Knee | Knee |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | 10 | 10 |
| | 4 | Nose/ B. Of Skull | Ribs | Forearm | Forearm | Calf/ Shin | Calf/ Shin |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | 10 | 10 | 10 | 10 |
| | 5 | Mouth/ B. Skull | Stomach/ L. Back | Wrist | Wrist | Ankle | Ankle |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | 20+5 | | | | |
| | 6 | Neck | Groin/ Rear | Hand | Hand | Foot | Foot |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | | | | | |

WEAPONS

| Location | Name | Type | WA | Conc. | Avall. | Damage | #Shots | ROF | Reliability | Reloads Carried |
|----------|---------------------------|--------|----|-------|--------|----------------|--------|-----|-------------|-----------------|
| R. Hip | Constituional Arms DD-MAP | P | 0 | L | R | 4D6+1 - 4D6+1 | 12/5 | 1/1 | ST | 6/2-2* |
| Belt | Arasaka Restraint Caster | P | -1 | J | P | Tangle | 4 | 1 | ST | |
| Pocket | Street Tech Burst | SHT | -1 | P | E | 2d6+1 | 1 | 1 | VR | |
| Belt | Excalibur II Nightstick | MEL/EX | 0 | J | P | 2D6 - 2D6 Stun | 8* | 1 | VR | |
| R. Chest | Combat Knife | MEL | 0 | J | C | 1d6 | NA | NA | VR | |
| L. Boot | Boot Knife | MEL | 0 | J | C | 1d6/2 | NA | NA | VR | |
| Belt | Pepper Spray | EX | -1 | P | P | Mace | 6 | 1 | ST | |

(All Police issue Sidearms are equipped with 911 Chips and Gun Cameras)

Worn

| Item | Location | Item | Location |
|---|----------|--------------------------|-----------|
| Holster | Body | O.I.D. Button | L. Collar |
| Badge (w/cookie cutter) | L. Chest | Police I.D., Equip. Pass | Wallet |
| Dress Uniform (Special Occasion Only) | Body | Plascuffs x4 | Belt |
| Evidence Kit (Ext. Probe, 1-use Fingerprint kit, evidence bags x10) | pocket | Note book | Pocket |
| Rubber gloves x2 | Pocket | Small Flashlight | Belt |
| Utility Knife | Belt | | |
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| | | | |
| | | | |

Other Police Gear

| Item | Item |
|------|------|
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| | |

Aarmor

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|--|
| Concealable Armor Vest (SP:12 w/Optional SP:5 Hard Plate Insert) |
| Helmet (SP:20) (Built in radio) |
| |
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| |

| | |
|----------------------|---------|
| Rank | Badge # |
| Commendations/Medals | |
| Black Marks | |

Vehicle Image

| | | |
|-------------------------------|----------|--------|
| Vehicle: | Make: | Model: |
| Top Speed: | Acc/Decc | |
| Crew: | Range: | |
| Passengers: | Cargo: | |
| Maneuver: | SDP: | |
| SP: | Type: | |
| Mass: | Cost: | |
| Notes: | | |
| Equipment Carried In Vehicle: | | |

BASIC LOCATION CHART 1D10

| Loc. | Head | Torso | R.Arm | L.Arm | R.Leg | L.leg |
|------|------|-------|-------|-------|-------|-------|
| D10 | 1 | 2-4 | 5 | 6 | 7-8 | 9-0 |

EXPANDED LOCATION TABLE 1D6

| | 1 | Skull | Neckline | Shoulder | Shoulder | Hip | Hip |
|--------|----|------------------------|------------------|-----------|-----------|------------|------------|
| WOUNDS | | | | | | | |
| SP/SDP | 20 | | | | | | |
| | 2 | R/L Cheek/ B. of Skull | Chest/ U. Back | Upper Arm | Upper Arm | Thigh | Thigh |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | 18 | | | | | |
| | 3 | R/L Eye/ R/L Ear | Sternum/ Spine | Elbow | Elbow | Knee | Knee |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | 18 | | | | | |
| | 4 | Nose/ B. Of Skull | Ribs | Forearm | Forearm | Calf/ Shin | Calf/ Shin |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | 18 | | | | | |
| | 5 | Mouth/ B. Skull | Stomach/ L. Back | Wrist | Wrist | Ankle | Ankle |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | 18 | | | | | |
| | 6 | Neck | Groin/ Rear | Hand | Hand | Foot | Foot |
| WOUNDS | | | | | | | |
| SP/SDP | 10 | | | | | | |

