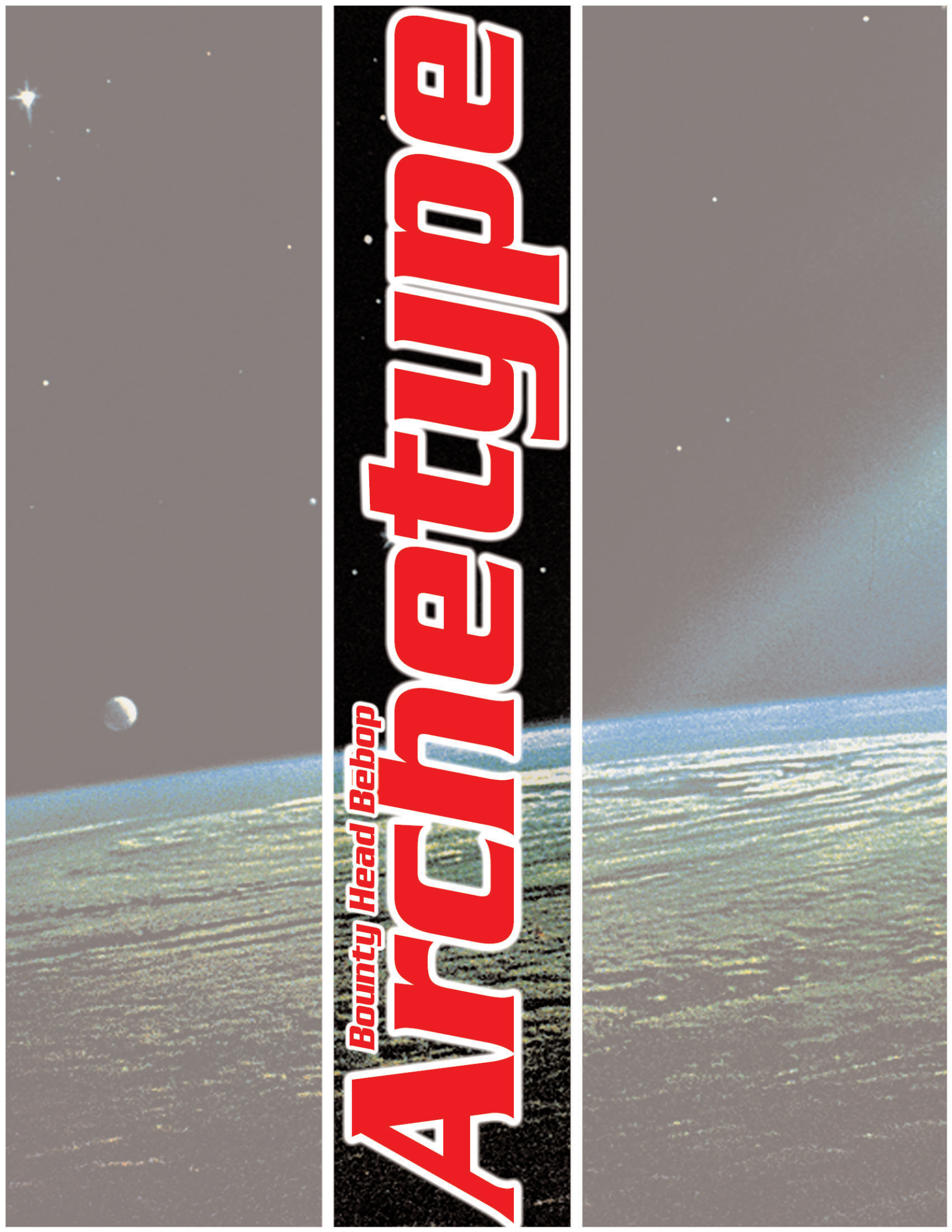


*Bounty Head Bebop*

# ARCHMETYPE



# ***BHB: Archetype***

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# So you think you're a Bounty Hunter?

Welcome to Bounty Head Bebop, the fast paced, gritty, over-the-top universe filled with the worse kind of criminals: free ones. That's why you are here. You catch those bad guys and turn their freedom into cold, hard writ. But, it takes more than a fast trigger finger. It takes smarts, guts, and that little extra edge we call luck. So strap yourself in and get ready for the jam session of your life and we'll show you who else is out there trying to take your bounties.

## What's in this PDF anyways?

BHB:Archetypes Volume One cranks the dial to eleven as we show you what kind of competition you have out in the universe. It also will provide you with ready made character sheets. There are 17 character types presented here which run the spectrum of characters in Bounty Head Bebop. All these character sheets need is a name and you're ready to jam.

---

### So what are the Archetypes?

The following is a list of Character archetypes found in this book

#### **Bounty Hunter**

This guy is your regular Jack-of-All-Trades. He is in it for the action, the adventure and probably the girls. He is your primary competition.

#### **Feng Shui Master**

Master of the arts of Feng Shui, this character epitomizes all that is balance.

#### **Fixer**

If you need something, find this guy. He has more connections than you have guns, and if you're like me, that's a lot.

#### **Gear Head**

Anything can be fixed (or souped up) and this is the guy to do that.

#### **Hacker**

Sealed documents behind a firewall? It's like taking candy from... Hey that's my Rocket Chocolate.

#### **Mercenary**

Speaking of guns this guy has most of 'em stashed in his duffel bag. If the price is right he will point them in the direction you tell him rather than at you.

#### **Private Investigator**

Need to find someone? This guy will lead you right to him. They tend to be costly but you better pay 'em, or they will find you next.

#### **Professional**

This guy's a killer... literally. He is The Professional and he is good at what he does.

#### **Psychic**

They will blow your mind. If she isn't careful she will blow hers, too.

#### **Scoundrel**

I just sold this guy my spaceship. Said it was a good deal, somehow I feel conned.

#### **Shaman**

In tune with nature, or what's left of it. Prefers the wide open spaces to the confines of the cities, but something is off about them. They say they have powers.

#### **Spacer**

Need a pilot, call this guy. They love their ships with a love that's a little unnatural if you know what I mean.

#### **Street Doc**

Number one thing to have after a big gun is a street doc's number. He will patch you up good as new. Or better than you were anyways. Are you really going to argue with the man as he is pulling bullets out of you?

#### **X SSPB Agent**

Former Cop. Means he is good at what he does.

#### **X Syndicate Agent**

Former Mafia. Means he is Very good at what he does.

#### **Cyber jock**

Anyone who would graft metal to his body has some problems. This guy has a lot of problems, but he can see through walls, and dodge a bullet.

#### **Cyber spy**

This guy is a bit more elegant than the cyber jock, but he's still focused on cybernetic implants to give him an edge. This allows him to mimic almost any skill set to be almost anyone.





# Feng-Shui Master

NAME FSM92A0 Mars PROFESSION Mars  
 ID No. 36 PLACE OF BIRTH M NATIONALITY Green  
 AGE 36 GENDER M HEIGHT 5'8" WEIGHT 350 EYES Bald HAIR White SKIN

## Bounty Head BEBOP

### DISTINCTIVE FEATURES

	SCORE	TEMP
<b>STR</b>	4	
<b>AGI</b>	2	
<b>CON</b>	4	
<b>INT</b>	3	
<b>WIS</b>	4	
<b>PRE</b>	3	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	13	5	2	6
	TOTAL	BASE	MODS	RUN (M x STR)
<b>MOVE</b>	25	30	-5	100
	TOTAL	BASE	ABILITY	MODS
<b>REACT</b>	7	5	2	
<b>ENDURE</b>	9	5	4	
<b>WILL</b>	9	5	4	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	12		17	
	PENALTY	BASE	CON	MODS	TOTAL	CURRENT
<b>WOUNDS</b>	-2	5	4		9	
	TOTAL	CURRENT				
<b>EXPERIENCE</b>						
	TOTAL	CURRENT				
<b>LUCK</b>					3	
	TOTAL	CURRENT				
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	8	2	3	3	
FEINT	PRE	6	3	3		
GRAPPLE	STR	12	4	3	5	
MELEE	AGI	5	2	3		
RANGED	AGI	8	2	3	3	
TARGET	INT	6	3	3		
THROW	AGI	5	2	3		
UNARMED	AGI	5	2	3		

FLAWS
<u>Big 'Un</u>

WEAPONS / ATTACKS
<u>Unarmed Strike 5/4S</u>
<u>Grapple Moves</u>
<u>Deck Pistol 9/8L/40ft (12)</u>

EDGES
<u>Feng-Shui Master</u>
<u>Feng-Shui Powers (x3)</u>

ARMOR

EQUIPMENT CARRIED
<u>Deck Pistol</u>
<u>Cell Phone</u>
<u>Electronics Tools</u>
<u>Lopan</u>
<u>Pocket Secretary</u>

LANGUAGES
<u>English</u>

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO <u>75</u>	UP TO <u>150</u>	UP TO <u>225</u>	UP TO <u>900</u>

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
<u>Read Aura</u>	
<u>Danger Sense</u>	
<u>Divine Location</u>	



NAME Fixer PROFESSION Mars  
 ID No. F9332 PLACE OF BIRTH Mars NATIONALITY Mars  
 AGE 22 GENDER M HEIGHT 5'6" WEIGHT 140 EYES Brown HAIR Black SKIN Brown

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	2	
<b>AGI</b>	3	
<b>CON</b>	3	
<b>INT</b>	3	
<b>WIS</b>	4	
<b>PRE</b>	5	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	12	5		7
<b>MOVE</b>	30	30		60
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	9	5	4	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	9		14	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS		KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI		11	3	3	5	
FEINT	PRE		8	5	3		
GRAPPLE	STR		5	2	3		
MELEE	AGI		6	3	3		
RANGED	AGI		8	3	3	2	
TARGET	INT		6	3	3		
THROW	AGI		6	3	3		
UNARMED	AGI		6	3	3		

FLAWS
Chain Smoker

WEAPONS / ATTACKS
Unarmed Strike 6/2S
Deck Pistol 9/8L/40ft (12)

EDGES
Charismatic
Well Informed
Corporate Ties
Underworld Ties

ARMOR

EQUIPMENT CARRIED
Deck Pistol
Cell Phone
Pocket Secretary
White Noise Generator

LANGUAGES
English

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 25	UP TO 50	UP TO 75	UP TO 300

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
none	



NAME G021B PROFESSION Gearhead  
 ID No. 18 PLACE OF BIRTH Earth NATIONALITY Earth  
 AGE 18 GENDER F HEIGHT 5'2" WEIGHT 125 EYES Blue HAIR White SKIN Tan

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	3	
<b>AGI</b>	4	
<b>CON</b>	2	
<b>INT</b>	4	
<b>WIS</b>	4	
<b>PRE</b>	3	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	13	5		8
<b>MOVE</b>	30	30		90
<b>REACT</b>	9	5	4	
<b>ENDURE</b>	7	5	2	
<b>WILL</b>	8	5	3	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	9	10	24	
<b>WOUNDS</b>	-2	5	2		7	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	12	4	3	5	
FEINT	PRE	11	3	3	5	
GRAPPLE	STR	6	3	3		
MELEE	AGI	12	4	3	5	
RANGED	AGI	7	4	3		
TARGET	INT	7	4	3		
THROW	AGI	11	4	3	4	
UNARMED	AGI	10	4	3	3	

FLAWS
Cocky

WEAPONS / ATTACKS
Unarmed Strike 10/3S
Brass Knuckles 12/4S
Heavy Tool 10/4S

EDGES
Gearhead
Skill Focus (Mechanics)
Toughness
Spacecraft (Frigate)

ARMOR

EQUIPMENT CARRIED
Diagnostic Scanner
Pocket Secretary
SOL Phone

LANGUAGES
English

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 50	UP TO 100	UP TO 150	UP TO 600

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
none	



NAME Hacker PROFESSION Venus  
 ID No. HE170 PLACE OF BIRTH Venus NATIONALITY Venus  
 AGE 25 GENDER M HEIGHT 6' WEIGHT 145 EYES Black HAIR Black SKIN Yellow

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	3	
<b>AGI</b>	4	
<b>CON</b>	3	
<b>INT</b>	5	
<b>WIS</b>	2	
<b>PRE</b>	3	

	TOTAL	BASE	MODS	(AGI+WIS)
<b>INIT</b>	11	5		6
<b>MOVE</b>	30	30		90
<b>REACT</b>	9	5	4	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	7	5	2	

	PENALTY	BASE	(STR+CON+WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	-1	5	8		13	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	10	4	3	3	
FEINT	PRE	6	3	3		
GRAPPLE	STR	6	3	3		
MELEE	AGI	7	4	3		
RANGED	AGI	10	4	3	3	
TARGET	INT	13	5	3	5	
THROW	AGI	7	4	3		
UNARMED	AGI	7	4	3		

FLAWS
<u>Cry Baby</u>

EDGES
<u>Acrobatic</u>
<u>Computer Geek</u>
<u>Linguist</u>
<u>Skill Focus (Computers)</u>

WEAPONS / ATTACKS
<u>Unarmed Strike 7/3S</u>
<u>Deck Pistol 11/8L/40ft (12)</u>

ARMOR

EQUIPMENT CARRIED
<u>Deck Pistol</u>
<u>Pocket Secretary</u>
<u>SOL Phone</u>
<u>VR Goggles</u>

LANGUAGES
<u>English</u>
<u>Chinese</u>
<u>French</u>
<u>Japanese</u>
<u>Russian</u>
<u>Spanish</u>

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
<u>none</u>	

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO <u>50</u>	UP TO <u>100</u>	UP TO <u>150</u>	UP TO <u>600</u>



NAME M92B7 ID No. Earth PROFESSION Mercenary Earth  
 PLACE OF BIRTH NATIONALITY  
 AGE 27 GENDER M HEIGHT 6'4" WEIGHT 250 EYES Blue HAIR Blond SKIN Tan

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	5	
<b>AGI</b>	3	
<b>CON</b>	4	
<b>INT</b>	3	
<b>WIS</b>	3	
<b>PRE</b>	2	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	9	5	-2	6
	TOTAL	BASE	MODS	RUN (M x STR)
<b>MOVE</b>	30	30		150
	TOTAL	BASE	ABILITY	MODS
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	9	5	4	
<b>WILL</b>	8	5	3	

	PENALTY	BASE	(STR+ CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	12	10	27	
	PENALTY	BASE	CON	MODS	TOTAL	CURRENT
<b>WOUNDS</b>	-2	5	4	5	14	

(Armor 10)

	TOTAL	CURRENT
<b>EXPERIENCE</b>		
<b>LUCK</b>	3	
<b>SURGE</b>	3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	10	3	3	4	
FEINT	PRE	5	2	3		
GRAPPLE	STR	12	5	3	4	
MELEE	AGI	11	3	3	5	
RANGED	AGI	11	3	3	4	1
TARGET	INT	10	3	3	4	
THROW	AGI	9	3	3	3	
UNARMED	AGI	10	3	3	4	

FLAWS
<u>Uncouth</u>

WEAPONS / ATTACKS
<u>Unarmed Strike 10/3S</u>
<u>Grapple Moves</u>
<u>Combat Axe 10/8L</u>
<u>Military Sidearm 11(12)/10L/50ft (8)</u>
<u>Police Riot Gun 12/10L/100ft (8)</u>

EDGES
<u>Hard to Kill</u>
<u>Toughness</u>
<u>Marksman</u>
<u>Rapid Shot</u>

ARMOR
<u>Police Armored Vest</u>

EQUIPMENT CARRIED
<u>Military Sidearm w/ Laser Sight &amp; 3 extra Clips</u>
<u>Police Riot Gun</u>
<u>Combat Axe</u>
<u>Cell Phone</u>
<u>Electronic Binoculars</u>
<u>Electronic Compass</u>
<u>Micro Comlink</u>
<u>Pain Killer (10)</u>
<u>Pocket Secretary</u>
<u>Police Armored Vest</u>

LANGUAGES
<u>English</u>

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 100	UP TO 200	UP TO 300	UP TO 1200

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
<u>none</u>	



Private Investigator

NAME PI8B35      Mars      PROFESSION Mars  
 ID No. 30      PLACE OF BIRTH M      NATIONALITY Gray  
 AGE 30      GENDER M      HEIGHT 5'9"      WEIGHT 160      EYES Black      HAIR White      SKIN

# Bounty Head

## BEBOP

DISTINCTIVE FEATURES

	SCORE	TEMP
<b>STR</b>	3	
<b>AGI</b>	3	
<b>CON</b>	3	
<b>INT</b>	3	
<b>WIS</b>	4	
<b>PRE</b>	4	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	12	5		7
<b>MOVE</b>	30	30		90
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	9	5	4	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	10		15	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	9	3	3	3	
FEINT	PRE	7	4	3		
GRAPPLE	STR	6	3	3		
MELEE	AGI	6	3	3		
RANGED	AGI	9	3	3	3	
TARGET	INT	6	3	3		
THROW	AGI	6	3	3		
UNARMED	AGI	6	3	3		

FLAWS
<u>Soft</u>

WEAPONS / ATTACKS
<u>Unarmed Strike 6/2S</u>
<u>Deck Pistol 10/8L/40ft (12)</u>

EDGES
<u>Linguist</u>
<u>Low Profile</u>
<u>Information Broker</u>
<u>Judicial Ties</u>

ARMOR

EQUIPMENT CARRIED
<u>Deck Pistol</u>
<u>Audio Recorder</u>
<u>Bug Detector</u>
<u>Bugs (6)</u>
<u>Cell Phone</u>
<u>Electronic Binoculars</u>
<u>Line Tap</u>
<u>Lock Picks</u>
<u>Pocket Secretary</u>
<u>Tracking Device</u>
<u>Tranquilizer (10)</u>
<u>Video Recorder</u>
<u>Voice Stress Analyzer</u>
<u>White Noise Generator</u>

LANGUAGES
<u>English</u>
<u>French</u>
<u>Japanese</u>
<u>Latin</u>

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO <u>50</u>	UP TO <u>100</u>	UP TO <u>150</u>	UP TO <u>600</u>

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
<u>none</u>	



NAME P8B49 PROFESSION Professional  
 ID No. Venus PLACE OF BIRTH Venus NATIONALITY Venus  
 AGE 26 GENDER F HEIGHT 5'10" WEIGHT 145 EYES Brown HAIR Red SKIN White

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	2	
<b>AGI</b>	5	
<b>CON</b>	3	
<b>INT</b>	4	
<b>WIS</b>	3	
<b>PRE</b>	3	

	TOTAL	BASE	MODS	(AGI+WIS)
<b>INIT</b>	13	5		8
<b>MOVE</b>	30	30		60
<b>REACT</b>	10	5	5	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	8	5	3	

	PENALTY	BASE	(STR+CON+WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	8		13	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	11	5	3	3	
FEINT	PRE	6	3	3		
GRAPPLE	STR	5	2	3		
MELEE	AGI	8	5	3		
RANGED	AGI	16	5	3	5	3
TARGET	INT	7	4	3		
THROW	AGI	8	5	3		
UNARMED	AGI	11	5	3	2	

FLAWS
Bounty Head

WEAPONS / ATTACKS
Unarmed Strike 11/2S
Deck Pistol 17/8L/40ft (12)
Sniper Rifle 17/14L/800ft (20)
Crossbow 16/9L/300ft (12)

EDGES
Marksman
Sniper
Skill Focus (Ranged)
Underworld Ties

ARMOR

EQUIPMENT CARRIED
Deck Pistol
Sniper Rifle with Electronic Scope
Crossbow
Cell Phone
Cell Phone (new one for each job)
Electronic Binoculars
Lock Picks
Micro Comlink
Pocket Secretary
White Noise Generator

LANGUAGES
English

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 25	UP TO 50	UP TO 75	UP TO 300

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
none	











NAME SCE19 ID No. 65 AGE 65  
 PROFESSION Shaman PLACE OF BIRTH Earth GENDER M HEIGHT 5'5"  
 NATIONALITY Titan (Sioux Nation) EYES Black HAIR Black SKIN Red

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	3	
<b>AGI</b>	3	
<b>CON</b>	3	
<b>INT</b>	3	
<b>WIS</b>	4	
<b>PRE</b>	4	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	12	5		7
<b>MOVE</b>	30	30		90
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	9	5	4	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	10		15	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	7	3	3	3	-2
FEINT	PRE	8	4	3		1
GRAPPLE	STR	7	3	3	3	-2
MELEE	AGI	4	3	3		-2
RANGED	AGI	4	3	3		-2
TARGET	INT	7	3	3		1
THROW	AGI	7	3	3	3	-2
UNARMED	AGI	7	3	3	3	-2

FLAWS
Geezer

WEAPONS / ATTACKS
Unarmed Strike 7/3S
Hunting Rifle 5/14L/400ft (5)

EDGES
Psychic (Awareness)
Psychic Power (x3)

ARMOR

EQUIPMENT CARRIED
Hunting Rifle
Pocket Secretary

LANGUAGES
Sioux

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 50	UP TO 100	UP TO 150	UP TO 600

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
Danger Sense	9
Clairvoyance	
Divine Location	



NAME SC817 Pluto PROFESSION Spacer  
 ID No. 22 PLACE OF BIRTH Pluto NATIONALITY Mars  
 AGE 22 GENDER F HEIGHT 5'2" WEIGHT 120 EYES Brown HAIR Red SKIN Tan

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	2	
<b>AGI</b>	4	
<b>CON</b>	3	
<b>INT</b>	5	
<b>WIS</b>	3	
<b>PRE</b>	3	

	TOTAL	BASE	MODS	(AGI+WIS)
<b>INIT</b>	12	5		7
<b>MOVE</b>	30	30		60
<b>REACT</b>	9	5	4	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	8	5	3	

	PENALTY	BASE	(STR+CON+WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	8		13	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	10	4	3	3	
FEINT	PRE	6	3	3		
GRAPPLE	STR	5	2	3		
MELEE	AGI	7	4	3		
RANGED	AGI	12	4	3	5	
TARGET	INT	13	5	3	5	
THROW	AGI	7	4	3		
UNARMED	AGI	7	4	3		

FLAWS
Cocky

EDGES
Ace Pilot
Gearhead
Spacer
Spacecraft (Fighter)

WEAPONS / ATTACKS
Unarmed Strike 7/2S
Deck Pistol 13/8L/40ft (12)

ARMOR

EQUIPMENT CARRIED
Deck Pistol
Diagnostic Scanner
Micro Comlink
Pocket Secretary
SOL Phone

LANGUAGES
English

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
none	

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 25	UP TO 50	UP TO 75	UP TO 300



NAME SD44W PROFESSION Street Doc  
 ID No. Earth PLACE OF BIRTH Titan (Sioux Nation)  
 AGE 61 GENDER M HEIGHT 5'9" WEIGHT 196 EYES Gray HAIR Gray SKIN Wrinkled

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	3	
<b>AGI</b>	3	
<b>CON</b>	3	
<b>INT</b>	4	
<b>WIS</b>	4	
<b>PRE</b>	3	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	12	5		7
<b>MOVE</b>	30	30		90
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	9	5	4	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	10		15	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	9	3	3	5	-2
FEINT	PRE	7	3	3		1
GRAPPLE	STR	9	3	3	5	-2
MELEE	AGI	4	3	3		-2
RANGED	AGI	4	3	3		-2
TARGET	INT	8	4	3		1
THROW	AGI	4	3	3		-2
UNARMED	AGI	4	3	3		-2

FLAWS
<u>Code of Honor (Against Killing)</u>
<u>Geezer</u>

WEAPONS / ATTACKS
<u>Unarmed Strike 4/3S</u>
<u>Grapple Moves</u>
<u>Spray Mace 7/♠/10' flat (5)</u>
<u>Spray Tranquilizer 6/♠ (5)</u>
<u>Tranquilizer Syringe 4/♠</u>

EDGES
<u>Academic</u>
<u>Linguist</u>
<u>Physician</u>
<u>Skill Focus (Surgery)</u>
<u>Skill Focus (Treat Injury)</u>

ARMOR

EQUIPMENT CARRIED
<u>Spray Mace</u>
<u>Spray Tranquilizer</u>
<u>Cell Phone</u>
<u>Diagnostic Scanner</u>
<u>Drugs: Antibiotic (24), Antirad (12),</u>
<u>Antitoxin (12), Pain Killer (12),</u>
<u>Stimdose (12), Super-Coag (6),</u>
<u>Tranquilizer (12)</u>
<u>First Aid Kit</u>
<u>Notebook Computer</u>
<u>Pocket Secretary</u>
<u>Surgical Tools</u>
<u>Trauma Packs (6)</u>
<u>VR Goggles</u>

LANGUAGES
<u>English</u>
<u>Japanese</u>
<u>French</u>
<u>Sioux</u>
<u>Sign Language</u>

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 50	UP TO 100	UP TO 150	UP TO 600

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
<u>none</u>	







# X Syndicate Agent

NAME XSAC2A8 Europa PROFESSION Jovian  
 ID No. 25 PLACE OF BIRTH M NATIONALITY Gray  
 AGE 25 GENDER M HEIGHT 6'4" WEIGHT 275 EYES Black HAIR Swarthy  
**Facial Scars**  
 DISTINCTIVE FEATURES

## Bounty Head

# BEBOP

	SCORE	TEMP
<b>STR</b>	5	
<b>AGI</b>	3	
<b>CON</b>	4	
<b>INT</b>	3	
<b>WIS</b>	3	
<b>PRE</b>	2	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	11	5		6
<b>MOVE</b>	30	30		150
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	9	5	4	
<b>WILL</b>	8	5	3	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	12	10	27	
<b>WOUNDS</b>	-1	5	4	5	14	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	9	3	3	3	
FEINT	PRE	5	2	3		
GRAPPLE	STR	13	5	3	5	
MELEE	AGI	9	3	3	3	
RANGED	AGI	11	3	3	5	
TARGET	INT	6	3	3		
THROW	AGI	6	3	3		
UNARMED	AGI	9	3	3	3	

FLAWS
<u>Distinctive Features (Scars)</u>

WEAPONS / ATTACKS
<u>Unarmed Strike 10/3S</u>
<u>Grapple Moves</u>
<u>Sword 9/8L</u>
<u>Deck Pistol 12/8L/40ft (12)</u>

EDGES
<u>Hard to Kill</u>
<u>High Pain Threshold</u>
<u>Toughness</u>
<u>Underworld Ties</u>

ARMOR

EQUIPMENT CARRIED
<u>Deck Pistol w/ 3 Extra Clips</u>
<u>Sword</u>
<u>Cell Phone</u>
<u>Micro Comlink</u>
<u>Pocket Secretary</u>

LANGUAGES
<u>English</u>

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 100	UP TO 200	UP TO 300	UP TO 1200

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
<u>none</u>	



NAME Cyberjock PROFESSION Cyberjock  
 ID No. C7262 PLACE OF BIRTH Mars NATIONALITY Mars  
 AGE 32 GENDER M HEIGHT 6' WEIGHT 215 EYES Brown HAIR Black SKIN Tan  
 DISTINCTIVE FEATURES Twitchy

# Bounty Head BEBOP

	SCORE	TEMP
<b>STR</b>	5	7
<b>AGI</b>	3	
<b>CON</b>	5	2
<b>INT</b>	3	
<b>WIS</b>	2	
<b>PRE</b>	2	

	TOTAL	BASE	MODS	(AGI-WIS)
<b>INIT</b>	14	5	4	5
	TOTAL	BASE	MODS	RUN (M x STR)
<b>MOVE</b>	60	30	x2	420
	TOTAL	BASE	ABILITY	MODS
<b>REACT</b>	8	5	3	
<b>ENDURE</b>	7	5	2	
<b>WILL</b>	7	5	2	

	PENALTY	BASE	(STR+CON-WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	11		16	
	PENALTY	BASE	CON	MODS	TOTAL	CURRENT
<b>WOUNDS</b>	-2	5	2	5	12	

(Armor 10)

	TOTAL	CURRENT
<b>EXPERIENCE</b>		
<b>LUCK</b>	3	
<b>SURGE</b>	3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	11	3	3	5	
FEINT	PRE	5	2	3		
GRAPPLE	STR	15	7	3	5	
MELEE	AGI	11	3	3	5	
RANGED	AGI	11	3	3	5	
TARGET	INT	6	3	3		
THROW	AGI	9	3	3	3	
UNARMED	AGI	11	3	3	5	

FLAWS
Chain Smoker
Bounty Head
Distinctive Features (Twitchy)

WEAPONS / ATTACKS
Unarmed Strike 11/7S
Grapple Moves
Sword 11/10L
Police Riot Gun 10(11)/16L/100ft (8)
Military Hand Grenade 9/16L A20'r 40x

EDGES
Combat Reflexes
Hard to Kill
Cyberjock
Adrenal Booster
Muscle Wires
Speed Switch

ARMOR
Police Armored Vest

EQUIPMENT CARRIED
Police Riot Gun w/ Laser Sight
Sword
Military Hand Grenades (6)
Cell Phone
Electronic Binoculars
Electronic Compass
Micro Comlink
Pain Killer (10)
Pocket Secretary
Police Armored Vest

LANGUAGES
English

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 400	UP TO 800	UP TO 1200	UP TO 6000

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
none	



NAME CBC82 PROFESSION Cyberspy  
 ID No. Europa PLACE OF BIRTH Jovian  
 AGE 22 GENDER F HEIGHT 5'8" WEIGHT 135 EYES Green HAIR White SKIN Albino

# Bounty Head BEBOP

**DISTINCTIVE FEATURES**

	SCORE	TEMP
<b>STR</b>	2	
<b>AGI</b>	4	
<b>CON</b>	4	3
<b>INT</b>	3	
<b>WIS</b>	3	
<b>PRE</b>	4	

	TOTAL	BASE	MODS	(AGI+WIS)
<b>INIT</b>	12	5		7
<b>MOVE</b>	30	30		60
<b>REACT</b>	9	5	4	
<b>ENDURE</b>	8	5	3	
<b>WILL</b>	8	5	3	

	PENALTY	BASE	(STR+CON+WIS)	MODS	TOTAL	CURRENT
<b>VITALITY</b>	0	5	8		13	
<b>WOUNDS</b>	-2	5	3		8	
<b>EXPERIENCE</b>						
<b>LUCK</b>					3	
<b>SURGE</b>					3	

COMBAT SKILLS	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
DODGE	AGI	11	4	3	4	
FEINT	PRE	7	4	3		
GRAPPLE	STR	5	2	3		
MELEE	AGI	7	4	3		
RANGED	AGI	11	4	3	4	
TARGET	INT	6	3	3		
THROW	AGI	7	4	3		
UNARMED	AGI	7	4	3		

FLAWS
Compulsive Gambler
Enemy (Syndicate)
Bounty Head

WEAPONS / ATTACKS
Unarmed Strike 7/2S
Machine Pistols 10/8L/40ft (33x2)

EDGES
Cyberjock
Cerebral Computer
Skill Box
Cyber Optics
Rejection Compensators (x2)

ARMOR

EQUIPMENT CARRIED
Machine Pistols w/ Silencers (2)
Audio Recorder
Bug Detector
Bugs (6)
Cell Phone
Line Tap
Lock Picks
Pocket Secretary
Tracking Devices
Tranquilizers (10)
Video Recorder
Voice Stress Analyzer
White Noise Generator

LANGUAGES
English

LOAD	TOTAL WEIGHT CARRIED		
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO 25	UP TO 50	UP TO 75	UP TO 300

PSYCHIC / FENG-SHUI POWERS	PSYCHOSIS
none	





