



Name: Zsófia Tolnai
Race: Lycanthrope
Appearance:

Player: Mylena Bosshardt
HT: 1.72 Wt: 122 lbs Age: 27

Spent: 399
Unspent: 1

CHARACTER SHEET

ST 15* [30]	HP 15 [0]	Basic Speed 6\$ [0]
DX 12 [40]	Will 13‡ [5]	Basic Move 6 [0]
IQ 12 [40]	Per 13† [0]	BL 45 lb (ST×ST)/5
HT 13† [20]	FP 13 [0]	Thr 1d+1 Sw 2d+1
TL 8 [0]	SM +0	

* Includes: +2 from 'Racial ST Bonus'
† Includes: +1 from 'Lycanthrope (Monster Hunters)'
‡ Conditional: -2 from 'Lunacy' when it's a full moon
\$ Includes: -0.25 from 'Lycanthrope (Monster Hunters)'

Vision 13	Fright Check 17*	High Jump 2.17 ft
Hearing 13	Consciousness 13	Money 3585
Touch 13	Death Check 13	
Taste/Smell 13	Broad Jump 3 yd	

* Includes: +2 from 'Combat Reflexes', +2 from 'Fearlessness'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand	2-Hand	Shove /	Carry on	Shift
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn

* Takes 2 seconds to complete ‡ Double with a running start
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +1*	

* Includes: +1 from 'Charisma'; Conditional: -4 from 'Reputation (Traitor)', +2 from 'Sense of Duty (Humanity)' when in dangerous situations if Sense of Duty is known

LANGUAGES			
Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Old Greek {p. B24}	-	Native	[3]

Description: At TL 3 and below Illiteracy doesn't count against the Disadvantage Limit. This can be changed by checking (or unchecking) the 'Do Not Count Against Disadvantage Limit' box in the Edit window.

TEMPLATES AND META-TRAITS	
Name	Pts
Avenger/Atoner (Monster Hunters) {p. MH1:6}	[0]
Description: Monsters killed your loved ones. It may have happened while you weren't there, or you were present but unable to stop them. Either way, you've dedicated your life to hunting them down. While you'll seek out any type of monster, you live to slay the kind who took everything from you. \par A variant, intended for inhumans, is the atoner. Here, you were one of the monsters preying on humanity, before you renounced the ways of evil. Now you hunt those you formerly stood beside!	
Inhuman (Monster Hunters) {p. MH1:13}	[0]
Description: You are one of the monsters that stalks humanity from the shadows. . . fortunately, the resemblance is only physical. Either you were always a "little weird" in preferring humans over your own kind, or you had an experience or revelation that made you renounce your evil ways and swear allegiance to the Good Guys. Your attitude and tactics will depend greatly on what kind of creature you are, but details aside, you're ready to take your fight to The Enemy, even your kin.	

TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Lycanthrope (Monster Hunters) {p. MH1:50}	[200]
Description: All lycanthropes have a human side, but you have managed to retain full control over your bestial side as well. This allows you not only to transform at will, but to act rationally when in animal form. During the three nights of the full moon, any stressful or emotional situation may force you to transform; you can avoid this with a Will roll (at the usual -2 for Lunacy). You have no control over your Infectious Attack - any human you attack unarmed (regardless of which form you're in) may become a lycanthrope during the next full moon. \par Choose a single were-form (below) when you take this template. You may only transform between your human form and this one were-form; in fact, nothing (not even powerful magic) can force your body into a different form! It takes a single Ready maneuver to switch between human and beast. You may attempt to switch as a free action, at the start of your turn; this costs 2 FP and requires a HT-2 roll, but failure means you Do Nothing this turn! Any clothing or gear you have as a human is left behind when you change, unless you can carry it as an animal. \par All of the benefits below apply in your human form as well as your were-form! You are always stronger, faster at healing, vulnerable to silver, etc. The latter means you take 4x injury from pure silver, but only 3x from silver-coated weapons.	
Racial ST Bonus 2 (Size, +0%)	[20]
Immunity to Transformation	[5]
Alternate Form (Wolf) (Difference in point costs (+125), +113; Reduced Time (+4), +80%; Uncontrollable during full moons, -5%) {p. B83}	[140]
Animal Empathy {p. B40}	[5]
Roll to empathize: 12 (IQ)	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 16 (Will+3)	
Regeneration (Fast: 1HP/Min) (Cannot heal damage from silver, -10%) {p. B80}	[45]
Infectious Attack {p. B140}	[-5]
Lunacy {p. B143}	[-10]
Vulnerability (Silver) (Rare) (x4, *2) {p. B161}	[-20]

ADVANTAGES	
Name	Pts
Charisma 1 {p. B41}	[5]
Combat Reflexes {p. B43}	[15]
Danger Sense {p. B47}	[15]
Roll to sense danger: 13 (Per)	
Fearlessness 2 {p. B55}	[4]
Higher Purpose (Hunt Lycanthropes) {p. MH1:24}	[5]
Luck {p. B66}	[15]

PERKS	
Name	Pts
Alcohol Tolerance {p. B100}	[1]
Brave {p. MH1:25}	[1]

DISADVANTAGES	
Name	Pts
Charitable (12 or less, *1) {p. B125}	[-15]
Enemy (My Ex's Pack) (Small group (3-5 people)) (9 or less, *1) {p. B135}	[-10]
Loner (12 or less, *1) {p. B142}	[-5]
Nightmares (12 or less, *1) {p. B145}	[-5]
Reputation (Traitor) -4 (10 or less, *1/2; Large class, *1/2) {p. B27}	[-5]
Sense of Duty (Humanity) {p. B153}	[-15]
Shyness (Mild) {p. B154}	[-5]
Vow (Never kill a human) {p. B160}	[-10]

QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	11	DX-1	[2]
Animal Handling (Platzhalter) {p. B175}	12	IQ+0	[2]
Computer Operation/TL8 {p. B184}	12	IQ+0	[1]
Crossbow {p. B186}	13	DX+1	[2]
Driving/TL8 (Automobile) {p. B188}	11	DX-1	[1]
Fast-Draw (Bolt) {p. B194}	13*	DX+1	[1]
Fast-Draw (Knife) {p. B194}	13*	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	13*	DX+1	[1]
First Aid/TL8 (Human) {p. B195}	15	IQ+3	[8]
Hidden Lore (Lycanthropes) {p. MH1:16}	14	IQ+2	[8]
Housekeeping {p. B200}	12	IQ+0	[1]
Judo {p. B203}	11	DX-1	[2]
Parry: 9			
Karate {p. B203}	14	DX+2	[12]
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Knife {p. B208}	14	DX+2	[4]
Parry: 10			
Naturalist (Earth) {p. B211}	12	IQ+0	[4]
Occultism {p. B212}	13	IQ+1	[4]
Pharmacy/TL8 (Herbal) {p. B213}	12	IQ+0	[4]
Poisons/TL8 {p. B214}	11	IQ-1	[2]
Research/TL8 {p. B217}	11	IQ-1	[1]
Sex Appeal (Human) {p. B219, S224}	11†	HT-2	[1]
Shortsword {p. B209}	13	DX+1	[4]
Parry: 10			
Thrown Weapon (Knife) {p. B226}	12	DX+0	[1]
Veterinary/TL8 {p. B228}	13	IQ+1	[8]

* Includes: +1 from 'Combat Reflexes'
† Includes: -1 from 'Shyness'; Conditional: +1 from 'Charisma' when making Influence rolls

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	12	—	1d cr	C	—	—	—	
Karate: Punch <i>Skill used: Karate</i>	14	11	1d+2 cr	C	—	—	—	
Karate: Kick <i>Skill used: Karate-2</i>	12	—	1d+3 cr	C,1	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: Swing <i>Skill used: Knife+1</i>	15	10	2d+1 cut	C,1	6	1	4	
Large Knife: Thrust <i>Skill used: Knife+1</i>	15	10	1d+3 imp	C	6	1	4	[1]
Large Knife (Silver): Swing <i>Skill used: Knife+1</i>	15	10	2d+1 cut	C,1	6	1	4	
Large Knife (Silver): Thrust <i>Skill used: Knife+1</i>	15	10	1d+3 imp	C	6	1	4	[1]
Shortsword (Silver): Swing <i>Skill used: Shortsword</i>	13	10	2d+2 cut	1	8	2	4	
Shortsword (Silver): Thrust <i>Skill used: Shortsword</i>	13	10	1d+2 imp	1	8	2	4	
Tonfa: Swing <i>Skill used: Shortsword-3</i>	10	9	2d+1 cr	1	7	1.5	—	
Tonfa: Thrust <i>Skill used: Shortsword-3</i>	10	9	1d+1 cr	C, 1	7	1.5	—	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Crossbow (ST 15): Barbed-head <i>Skill used: Crossbow</i>	13	1d+5 imp	4	300 yd / 375 yd	1	1(4)	7†	-6	—	6	4	[3]
Large Knife: Thrown <i>Skill used: Thrown Weapon (Knife)+1</i>	13	1d+3 imp	—	12 yd / 23 yd	1	T(1)	6	-2	—	1	4	
Large Knife (Silver): Thrown <i>Skill used: Thrown Weapon (Knife)+1</i>	13	1d+3 imp	—	12 yd / 23 yd	1	T(1)	6	-2	—	1	4	

ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE			
1	2-3	4-6	7
1d-3	1d-2	1d-1	1d

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	8	—
Hands	6	—
Legs	8	—
Feet	6	—

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
15 14 13 12 11	0 -1 -2 -3 -4	-5 -6 -7 -8 -9	-10 -11 -12 -13 -14	-15 -16 -17 -18 -19	-20 -21 -22 -23 -24
25 26 27 28 29	30 31 32 33 34	35 36 37 38 39	40 41 42 43 44	45 46 47 48 49	50 51 52 53 54
55 56 57 58 59	60 61 62 63 64	65 66 67 68 69	70 71 72 73 74		

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Backpack, Small (50 lbs.) {p. MH1:54} <small>Per Unit - Cost: 120, Weight: 1.5 lb Contents - Cost: 2400, Weight: 15.5 lb</small>	2520	17 lb
1	Binoculars {p. MH1:56}	150	3 lb
1	Computer, Laptop (C3) {p. MH1:54}	2050	2.5 lb
1	Crash Kit {p. MH1:56}	200	10 lb
Totals:		2520	17 lb
Qty	« Combat »	Cost	Weight
1	Armor <small>Contents - Cost: 1195, Weight: 7 lb</small>	1195	7 lb
1	Boots, Reinforced {p. MH1:59} <small>Notes: [1] Location: feet</small>	75	3 lb
1	Vest, Concealable {p. MH1:59} <small>Notes: [5, 9] Location: torso</small>	1000	2 lb
1	Ordinary Clothes (Status +0) {p. B266} <small>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.</small>	120	2 lb
1	Load-Bearing Vest (20 lbs.) {p. MH1:54} <small>Per Unit - Cost: 30, Weight: 2 lb Contents - Cost: 1800, Weight: 9.1 lb</small>	1830	11.1 lb
1	Basic Gear: Bandages, Cigarette Lighter, Duct Tape, Flashlight, Mirror, Multi-Tool, Notebook, Pencil, Chalk, and Wristwatch. {p. MH1:54} <small>Description: Verbose version, for more detail on the character sheet. Usernotes: Bandages. Enough bandages and aspirin (which negates -2 in pain penalties) to treat two wounds, in a zip-top bag. Only allows bandaging, not full First Aid. \$2, 0.2 lb. Cigarette Lighter. Useful even for non-smokers. \$10, neg. Duct Tape. A 15-yard, pocket-sized flat roll. If used as a restraint, ST-3 or Escape roll to break free. \$1, 0.5 lb. Flashlight, Mini. See Light Sources (p. 56). Mirror, Pocket. Shatter-resistant plastic. \$5, neg. Multi-Tool. A folding, Leatherman-style belt tool, that counts as improvised gear (-5) for most repairs and includes a small knife. \$50, 0.5 lb. Notebook, Pencil, and Chalk. For taking notes or leaving them! Waterproof. \$2, 0.1 lb. Wristwatch. Inexpensive; no features or brand name. \$20, neg.</small>	100	1.5 lb
1	Camera, Digital {p. MH1:54}	75	8 oz
1	Cell Phone {p. MH1:54}	100	8 oz
1	Flare, Pen {p. MH1:54}	15	1.6 oz
1	Radio, Handheld (5 mi.) {p. MH1:54}	250	8 oz
10	Bolt, Bodkin (pi(2)) {p. MH1:55} <small>Per Unit - Cost: 2, Weight: 1.6 oz</small>	20	1 lb
10	Bolt, Silver Bodkin (pi(2)) {p. MH1:55} <small>Per Unit - Cost: 40, Weight: 1.6 oz</small>	400	1 lb
10	Bolt, Silver Standard (imp) {p. MH1:55} <small>Per Unit - Cost: 40, Weight: 1.6 oz</small>	400	1 lb
10	Bolt, Silver Willow-Leaf (cut) {p. MH1:55} <small>Per Unit - Cost: 40, Weight: 1.6 oz</small>	400	1 lb
10	Bolt, Standard (imp) {p. MH1:55} <small>Per Unit - Cost: 2, Weight: 1.6 oz</small>	20	1 lb
10	Bolt, Willow-Leaf (cut) {p. MH1:55} <small>Per Unit - Cost: 2, Weight: 1.6 oz</small>	20	1 lb
1	Weapons <small>Contents - Cost: 10870, Weight: 11.5 lb</small>	10870	11.5 lb
1	Large Knife (Balanced, +400%; Very Fine, +1900%) {p. B272, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife] Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]</small>	960	1 lb
1	Large Knife (Silver) (Balanced, +400%; Silver, +1900%; Very Fine, +1900%) {p. B272, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife] Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]</small>	1720	1 lb
1	Shortsword (Silver) (Fine, +0%; Silver, +1900%) {p. B273} <small>Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]</small>	8000	2 lb
1	Tonfa {p. MH1:60}	40	1.5 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Weapons	10870	11.5 lb
1	Crossbow (ST 15) {p. B276} <small>Description: TL:2 LC:4, Dam:thr+4 imp Acc:4 Range:ST*20/ST*25 RoF:1 Shots:1(4) ST:7 Bulk:-6 Skill:Crossbow Notes: [3] Notes: [3]</small>	150	6 lb
Totals:		13895	29.6 lb

SCRATCH PAD			

NOTES			
Gain ST+3	DX+4	HT+2	Cannot Speak
Claws (Blunt)	Discriminatory Hearing	Discriminatory Smell (Emotion Sense)	DR 4 (Tough Skin)
Enhanced Move 1.5 (Ground)	Fur	Night Vision 3	Penetrating Voice
Quadruped	Teeth (Sharp).		

CAMPAIGN LOG			
Points: (logged) 0	+ (other) 0	= (total) 0	
Initial Character Creation			
23.11.2012: 0 pts			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	135
Advantages, Perks	264
Disadvantages, Quirks	-75
Skills, Techniques	75
Total Points Spent:	399
Unspent Points:	1