



Name: Shiv Undercrawl
Race: Hive Worlder
Appearance:

Player: Stefan Leuenberger
Ht: 1.66m Wt: 130 lbs Age: 23

Spent: 200
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [0]
DX 10 [0]	Will 16 [0]	Basic Move 5 [0]
IQ 16 [120]	Per 16 [0]	BL 20 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-2 Sw 1d
TL 10 [0]		SM +0

Vision 16	Fright Check 18*	High Jump 1.67 ft
Hearing 16	Consciousness 10	Money 7990
Touch 16	Death Check 10	
Taste/Smell 16	Broad Jump 2.33 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

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

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

* Conditional: -1 from 'Killjoy' when lack of appreciation becomes obvious (upto -3), +1 from 'Merchant' when buying or selling

TEMPLATES AND META-TRAITS	
Name	Pts
Hive Worlder {p. wiki}	[1]
Description: The great hives are not like other worlds in the Imperium, and your are not like the common man. Technology has surrounded you all your life and you find its rarity elsewhere bemusing. You are an adventurer, an opportunist - more inquisitive than your fellows and certainly quicker on the draw!	
Hiver Talent 1 {p. wiki}	[5]
Description: Skill Bonus to Computer Operation, Electronics Operation (Surveillance, Security, Communications, Media)	
Combat Reflexes {p. B43}	[15]
Crowd Adaption	[1]
Description: You can move through crowds at full basic move	
Anti-Talent (Outdoor Survival) -4 {p. B134}	[-20]
Description: You can never learn Survival skills and you have an extra -1 per level on your skill defaults	

ADVANTAGES	
Name	Pts
Emotion Sense (Psi) 1 {p. PP58}	[3]
Roll: 16 (Emotion Sense)	
Legal Enforcement Powers 3 (Free, *0) {p. B65}	[0]
Legal Immunity 1 (Free, *0) {p. B65}	[0]
Telereceive (Psi) 4 {p. PP58-60}	[45]
Roll: 16 (Telereceive)	
Wildcard Language (Most common galactic languages)	[18]

DISADVANTAGES	
Name	Pts
Duty (Inquisition) (15 or less (almost always)) (Extremely Hazardous, -5) {p. B134}	[-20]
Killjoy {p. B140}	[-15]

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	15	IQ-1	[1]
Axe/Mace {p. B208}	9	DX-1	[1]
Parry: 8			
Beam Weapons/TL10 (Pistol) {p. B179}	12	DX+2	[4]

SKILLS (continued)			
Name	Level	Relative	Pts
Beam Weapons/TL10 (Rifle) {p. B179}	10	DX+0	[1]
Brawling {p. B182}	10	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, 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: 9			
Broadsword {p. B208}	9	DX-1	[1]
Parry: 8			
Climbing {p. B183}	9	DX-1	[1]
Computer Operation/TL10 {p. B184}	17*	IQ+1	[1]
Detect Lies {p. B187}	14	Per-2	[1]
Diplomacy {p. B187}	14	IQ-2	[1]
Disguise/TL10 (Human) {p. B187}	15	IQ-1	[1]
Electronics Operation/TL10 (Communications) {p. B189}	16*	IQ+0	[1]
Electronics Operation/TL10 (Media) {p. B189}	16*	IQ+0	[1]
Electronics Operation/TL10 (Security) {p. B189}	16*	IQ+0	[1]
Electronics Operation/TL10 (Surveillance) {p. B189}	16*	IQ+0	[1]
Emotion Sense {p. PP58}	16	IQ+0	[4]
Fast-Talk {p. B195}	15	IQ-1	[1]
Guns/TL10 (Pistol) {p. B198}	10	DX+0	[1]
Guns/TL10 (Rifle) {p. B198}	10	DX+0	[1]
Guns/TL10 (Shotgun) {p. B198}	10	DX+0	[1]
Hazardous Materials/TL10 (Chemical) {p. B199}	15	IQ-1	[1]
Holdout {p. B200}	15	IQ-1	[1]
Intimidation {p. B202}	15	Will-1	[1]
Knife {p. B208}	10	DX+0	[1]
Parry: 8			
Leadership {p. B204}	15	IQ-1	[1]
Lip Reading {p. B205}	15	Per-1	[1]
Lockpicking/TL10 {p. B206}	15	IQ-1	[1]
Merchant {p. B209}	15	IQ-1	[1]
Observation {p. B211}	15	Per-1	[1]
Public Speaking {p. B216}	15	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	16	IQ+0	[1]
Staff {p. B208}	9	DX-1	[1]
Parry: 10			
Stealth {p. B222}	11	DX+1	[1]
Streetwise {p. B223}	15	IQ-1	[1]
Telereceive {p. PP58-60}	16	IQ+0	[4]
Throwing {p. B226}	9	DX-1	[1]
Traps/TL10 {p. B226}	15	IQ-1	[1]
Urban Survival {p. B228}	15	Per-1	[1]
Weird Science {p. B228}	13	IQ-3	[1]

* Includes: +1 from 'Hiver Talent'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	10	9	1d-3 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	10	-	1d-3 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	8	-	1d-2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Knife: Knife swing <small>Skill used: Knife</small>	10	9	1d-1 cut	C,1	7	1.5	4	
Long Knife: Knife thrust <small>Skill used: Knife</small>	10	9	1d-2 imp	C,1	7	1.5	4	
Long Knife: Shortsword swing <small>Skill used: Broadsword-2</small>	7	7	1d-1 cut	1	7	1.5	4	
Long Knife: Shortsword thrust <small>Skill used: Broadsword-2</small>	7	7	1d-2 imp	C,1	7	1.5	4	
Quarterstaff: Staff swing <small>Skill used: Staff</small>	9	10	1d+2 cr	1,2	7†	4	4	
Quarterstaff: Staff thrust <small>Skill used: Staff</small>	9	10	1d cr	1,2	7†	4	4	
Quarterstaff: Sword swing <small>Skill used: DX-5</small>	5	6	1d+2 cr	1,2	9†	4	4	
Quarterstaff: Sword thrust <small>Skill used: DX-5</small>	5	6	1d-1 cr	2	9†	4	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Laser Pistol <small>Skill used: Beam Weapons (Pistol)</small>	12	3d(2) burn	6	200 yd / 600 yd	10	33(3)	4	-2	1	1.5	3	

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.

SLAM TABLE		
1-2	3-5	6
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
9*	9*	7*	9*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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

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
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9

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.

