

CHARACTER SHEET

ST 11 [10]	HP 11 [0]	Basic Speed 6 [-10]
DX 15* [100]	Will 13 [0]	Basic Move 8† [5]
IQ 13 [60]	Per 14 [5]	BL 24 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-1 Sw 1d+1
TL 3 [0]	SM +0	

* Conditional: +3 from 'Flexibility' when ignoring penalties for working in close quarters
† Includes: +1 from 'Extra Basic Move'

Vision 14	Fright Check 15*	High Jump 1.06 yd
Hearing 14	Consciousness 11	Money 160
Touch 14	Death Check 11	
Taste/Smell 14	Broad Jump 4.33 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	8 yd	6 yd	4 yd	3 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* 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: +0*

* Conditional: -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known

LANGUAGES

Name	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Thief (<i>Dungeon Fantasy</i>) {p. DF1:12}	[0]

Description: You're a "procurement expert," whatever unflattering terms others may use. You take things that need taking.

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Extra Basic Move 1 (Affects Move, +0%) {p. B17}	[5]

Description: The Extra Basic Move advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Basic Move advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.

Flexibility {p. B56}	[5]
High Manual Dexterity 1 {p. B59}	[5]
Night Vision 5 {p. B71}	[5]
Perfect Balance {p. B74}	[15]

DISADVANTAGES

Name	Pts
Callous {p. B125}	[-5]
Compulsive Lying (12 or less, *1) {p. B128}	[-15]
Kleptomania (12 or less, *1) {p. B141}	[-15]
Sense of Duty (<i>Adventuring companions</i>) {p. B153}	[-5]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]

QUIRKS (continued)

Name	Pts
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}	14*	DX-1	[1]
Brawling {p. B182}	15	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: 11			
Carousing {p. B183}	11	HT+0	[1]
Cartography/TL3 {p. B183}	12	IQ-1	[1]
Climbing {p. B183}	18†	DX+3	[1]
Escape {p. B192}	16‡	DX+1	[1]
Fast-Draw (Rapier) {p. B194}	16§	DX+1	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
Filch {p. B195}	15	DX+0	[2]
First Aid/TL3 (Human) {p. B195}	13	IQ+0	[1]
Forced Entry {p. B196}	15	DX+0	[1]
Gambling {p. B197}	12	IQ-1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Holdout {p. B200}	13	IQ-0	[2]
Lockpicking/TL3 {p. B206}	14¶	IQ+1	[4]
Observation {p. B211}	13	Per-1	[1]
Pickpocket {p. B213}	14¶	DX-1	[2]
Poisons/TL3 {p. B214}	11	IQ-2	[1]
Rapier {p. B208}	16	DX+1	[4]
Parry: 12			
Scrounging {p. B218}	14	Per+0	[1]
Search {p. B219}	14	Per+0	[2]
Shadowing {p. B219}	13	IQ+0	[2]
Sleight of Hand {p. B221}	13¶	DX-2	[1]
Smuggling {p. B221}	13	IQ+0	[2]
Stealth {p. B222}	18	DX+3	[12]
Streetwise {p. B223}	13	IQ+0	[2]
Throwing {p. B226}	14	DX-1	[1]
Traps/TL3 {p. B226}	14	IQ+1	[4]
Urban Survival {p. B228}	14	Per+0	[2]
* Includes: +1 from 'Perfect Balance'		§ Includes: +1 from 'Combat Reflexes'	
† Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'		¶ Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks	
‡ Includes: +3 from 'Flexibility'			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	15	11	1d-2 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	15	-	1d-2 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	13	-	1d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Rapier <i>Skill used: Rapier</i>	16	12F	1d imp	1,2	9	2.75	4	

ATTACKS TABLES COLUMN NOTES

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

SLAM TABLE

1-2 1d-3	3-4 1d-2	5-9 1d-1
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PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	10*	
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
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
10 9 8 7 6 5 4 3 2 1	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

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

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.

