

CHARACTER SHEET

ST 10* [0]	HP 10 [0]	Basic Speed 6,5 [0]
DX 15† [100]	Will 13 [0]	Basic Move 6 [0]
IQ 13 [60]	Per 14 [5]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d
TL 3 [0]	SM +0	

* Conditional: +5 from 'Surprise Striking ST'

† Conditional: +3 from 'Flexibility' when ignoring penalties for working in close quarters

Vision 14	Fright Check 15*	High Jump 2.17 ft
Hearing 14	Consciousness 11	Money 100
Touch 14	Death Check 11	
Taste/Smell 14	Broad Jump 3 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	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 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

‡ 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: +2 from 'Larcenist' when +1 from fellow Thieves

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Flexibility {p. B56}	[5]
Larcenist 2 {p. B89}	[10]
Night Vision 1 {p. B71, P87}	[1]
Perfect Balance {p. B74}	[15]
Surprise Striking ST 5 (Accessibility (Only on surprise attack), -60%; Doesn't give general damage bonus, +0%) {p. B89, P78}	[10]
Weapon Master (Rapier) (one specific weapon) {p. B99}	[20]

PERKS

Name	Pts
Honest Face {p. B100, PU2:4}	[1]
Off-Hand Weapon Training (Rapier) {p. MA50}	[1]

DISADVANTAGES

Name	Pts
PLATZHALTER	[-50]

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}	14*	DX-1	[1]
Acting {p. B174}	12†	IQ-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			
Cartography/TL3 {p. B183}	12	IQ-1	[1]
Climbing {p. B183}	18‡	DX+3	[1]
Cloak {p. B184}	16	DX+1	[4]
Block: 12			
Connoisseur (Literature) {p. B185}	12	IQ-1	[1]
Connoisseur (Visual Arts) {p. B185}	12	IQ-1	[1]
Connoisseur (Wine) {p. B185}	12	IQ-1	[1]
Counterfeiting/TL3 {p. B185}	11	IQ-2	[1]
Crossbow {p. B186}	16	DX+1	[2]
Disguise/TL3 (Human) {p. B187}	12	IQ-1	[1]
Escape {p. B192}	16§	DX+1	[1]
Fast-Draw (Charm) {p. B194}	16¶	DX+1	[1]
Fast-Draw (Potion) {p. B194}	16¶	DX+1	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
Filch {p. B195}	14	DX-1	[1]
First Aid/TL3 (Human) {p. B195}	13	IQ+0	[1]
Forced Entry {p. B196}	15	DX+0	[1]
Forgery/TL3 {p. B196}	11	IQ-2	[1]
Gambling {p. B197}	12	IQ-1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hiking {p. B200}	10	HT-1	[1]
Holdout {p. B200}	12	IQ-1	[1]
Lip Reading {p. B205}	13	Per-1	[1]
Lockpicking/TL3 {p. B206}	14**	IQ+1	[1]
Observation {p. B211}	15**	Per+1	[1]
Pickpocket {p. B213}	13	DX-2	[1]
Poisons/TL3 {p. B214}	11	IQ-2	[1]
Rapier {p. B208}	17	DX+2	[8]
Parry: 12			
Scrounging {p. B218}	14	Per+0	[1]
Search {p. B219}	15**	Per+1	[1]
Shadowing {p. B219}	12	IQ-1	[1]
Sleight of Hand {p. B221}	13	DX-2	[1]
Smuggling {p. B221}	12	IQ-1	[1]
Stealth {p. B222}	16**	DX+1	[1]
Streetwise {p. B223}	12	IQ-1	[1]
Traps/TL3 {p. B226}	14**	IQ+1	[1]
Urban Survival {p. B228}	13	Per-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
* Includes: +1 from 'Perfect Balance'		§ Includes: +3 from 'Flexibility'	
† Conditional: +1 from 'Honest Face' when acting innocent		¶ Includes: +1 from 'Combat Reflexes'	
‡ Includes: +1 from 'Perfect Balance', +3 from 'Flexibility'		** Includes: +2 from 'Larcenist'	

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	15	11	1d-3 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	15	-	1d-3 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	13	-	1d-2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Light Edged Rapier: Swing <i>Skill used: Rapier</i>	17	12F	1d+1 cut	1	8	2.25	4	
Light Edged Rapier: Thrust <i>Skill used: Rapier</i>	17	12F	1d+1 imp	1	8	2.25	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Crossbow (ST 10): Barbed-head <i>Skill used: Crossbow</i>	16	1d+2 imp	4	200 yd / 250 yd	1	1(4)	7†	-6	-	6	4	[3]
Heavy Cloak: Special <i>Skill used: Cloak</i>	16	spec.	1	2 yd	1	T(1)	8	-6	-	5	4	[4]

ATTACKS TABLES COLUMN NOTES

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).
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	3-5	6-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	10*	
Wrestling	DX	Cloak	None	

Eyes DR: 0 DB: 0	Skull DR: 2 DB: 0	<table border="0"> <tr><td>Loc.</td><td>HP</td><td>#</td></tr> <tr><td>Eyes</td><td>2</td><td>___</td></tr> <tr><td>Neck</td><td>-</td><td>___</td></tr> <tr><td>Skull</td><td>-</td><td>___</td></tr> <tr><td>Face</td><td>-</td><td>___</td></tr> <tr><td>Torso</td><td>-</td><td>___</td></tr> <tr><td>Groin</td><td>-</td><td>___</td></tr> <tr><td>Arms</td><td>6</td><td>___</td></tr> <tr><td>Hands</td><td>4</td><td>___</td></tr> <tr><td>Legs</td><td>6</td><td>___</td></tr> <tr><td>Feet</td><td>4</td><td>___</td></tr> </table>	Loc.	HP	#	Eyes	2	___	Neck	-	___	Skull	-	___	Face	-	___	Torso	-	___	Groin	-	___	Arms	6	___	Hands	4	___	Legs	6	___	Feet	4	___
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	Feet DR: 0 DB: 0																																		
Bonus DR: 0																																			
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Notes:																																			

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-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	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.
11 10 9 8 7	0 -1 -2 -3 -4	
6 5 4 3 2	-5 -6 -7 -8 -9	
1	-10	

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	14	def+6	[6]
Close Combat (Rapier) {p. MA69}	13	def+4	[5]
Dual-Weapon Attack (Rapier) {p. MA83, B230}	17	def+4	[5]

SCRATCH PAD

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
<i>19.12.2012: 0 pts</i>		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[175]
Advantages, Perks	[78]
Disadvantages, Quirks	[-55]
Skills, Techniques	[67]
Total Points Spent:	265
Unspent Points:	-5

DESCRIPTION

Bin zwar 5 Punkte zu teuer, aber das könnte man ändern:

- Dual Weapon Attack & Off Hand Weapon Training weg (Man hat am Anfang sowieso nicht genug Kohle um sich zwei Rapiere zu kaufen die *cut* können.) und am Anfang mit einer Waffe und Cloak spielen. Aber schon nach 1-2 Sessions kannst Du auf zwei Rapiere aufrüsten. Der Cloak Skill ist aber nicht vergebens, so kannst Du nämlich auch noch Off-Tanken.

Close Combat Technique ist praktisch um den Rapier auch im absoluten Nahkampf benutzen zu können, sonst hat man da nämlich -8 auf den Skill!

Die Connoisseur Skills mögen Dir blöd vorkommen... ich finde sie wichtig, Beispiel: Connoisseur (Visual Arts) hilft Dir, einen wertlosen Wandteppich von einem Meisterwerk zu unterscheiden... dann weisst Du was Du looten musst und was Wertvoll ist!

Der Rest sollte ziemlich klar sein und du wirst ja sowieso sowas in der Art machen.