



Name: **Coco**  
 Race: **Squirrel Monkey**  
 Appearance:

Player: **NPC Ally**  
 Ht: **30 cm** Wt: **2 lb**

Age: Spent: **89**  
 Unspent: **-1**

### CHARACTER SHEET

<b>ST</b> 4 [ -60]	<b>HP</b> 4 [ 0]	<b>Basic Speed</b> 6,25 [ 0]
<b>DX</b> 14 [ 80]	<b>Will</b> 10 [ 20]	<b>Basic Move</b> 8 [ 10]
<b>IQ</b> 6 [ -80]	<b>Per</b> 12 [ 30]	<b>BL</b> 3.2 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d-5 <b>Sw</b> 1d-4

<b>TL</b> 8 [ 0]	<b>SM</b> -4
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Vision 12	Taste/Smell 12	Death Check 11
Hearing 12	Fright Check 12*	High Jump 2.11 yd
Touch 12	Consciousness 11	Broad Jump 8.67 yd

\* Includes: +2 from 'Combat Reflexes'

**HP** 1, 0, -4, -8, -12, -16, -20 **FP** 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	3.2 lb	6.4 lb	9.6 lb	19.2 lb	32 lb
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	4 yd	3 yd	2 yd	1 yd	1 yd
Jump	8 yd	6 yd	4 yd	3 yd	1 yd
Brachiate	4 yd	3 yd	2 yd	1 yd	1 yd
Dodge	10	9	8	7	6

SLAM TABLE		
Mvmt.	1-6	7-9
Dmg.	1d-3	1d-2

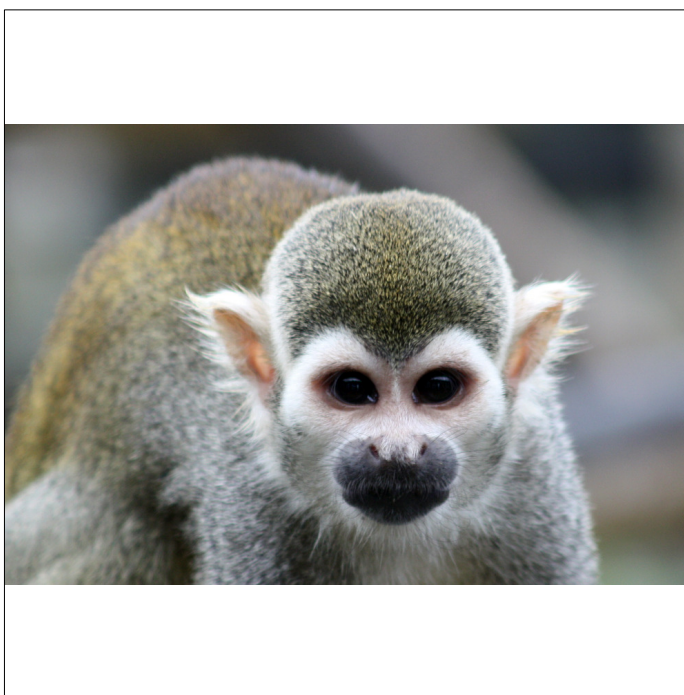
MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	1d-6 cr	C	-	-	
Brawling: Bite	14	-	1d-6 cut	C	-	-	
Brawling: Kick	12	-	1d-5 cr	C,1	-	-	

PARRY		PARRY		BLOCK		DODGE		OTHER	
11*	11*	9*	10*						
DX	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	1		Groin	0	0	-	
Neck	0	0	-		Arms	0	0	3	
Skull	2	0	-		Hands	0	0	2	
Face	0	0	-		Legs	0	0	3	
Torso	0	0	-		Feet	0	0	2	

\* Includes: +1 from 'Combat Reflexes'

TEMPLATES AND META-TRAITS	
Name	Pts
Animal Ally {p. DF5:5}	-40
Speak With Animals (Specialized: Own Family) {p. B87, P77}	10
Animal Bestial {p. B124}	-10
Animal Cannot Speak {p. B125}	-15
Wealth (Dead Broke) {p. B25}	-25

ADVANTAGES	
Name	Pts
Brachiator {p. B41}	5
Combat Reflexes {p. B43}	15
English (Spoken; Accented; Native Language) {p. B24}	-4
Extra Arms 2 (Foot Manipulators) {p. B53, P81}	14
Extra Arms 1 (Extra-Flexible) {p. B53, P81}	15
Extra Legs (4 Legs; Temporary Disadvantage: No Fine Manipulators) {p. B55, P81}	4
Perfect Balance {p. B74}	15
Stats	40
Super Jump 1 {p. B89, P79}	10
Teeth (Sharp Teeth) {p. B91, P81}	1



PERKS	
Name	Pts
Fur {p. B100, B100, PU2:10}	1

DISADVANTAGES	
Name	Pts
Curious (12 or less) {p. B129}	-5
Semi-Upright {p. B153}	-5

QUIRKS	
Name	Pts
Mischievous	-1
Nosy {p. B164}	-1

SKILLS			
Name	Level	Relative	Pts
Acrobatics	14*	DX+0	2
Brawling	14	DX+0	1
Parry: 11			
Climbing	16†	DX+2	1
Escape	12	DX-2	1
Observation	12	Per+0	2
Pickpocket	14	DX+0	4
Riding (Dogs)	13	DX-1	1
Stealth	14	DX+0	2
Urban Survival	11	Per-1	1

\* Includes: +1 from 'Perfect Balance'  
 † Includes: +2 from 'Brachiator', +1 from 'Perfect Balance'