



Name: Destro  
Race: Hound  
Appearance:

Player: NPC Ally  
Ht: 1.50m Wt: 130 lbs Age: 4

Spent: 137  
Unspent: 0

CHARACTER SHEET

<b>ST</b> 15* [ 12]	<b>HP</b> 17† [ 0]	<b>Basic Speed</b> 7 [ 0]
<b>DX</b> 14† [ 0]	<b>Will</b> 11** [ 0]	<b>Basic Move</b> 8‡ [ 0]
<b>IQ</b> 6‡ [ 0]	<b>Per</b> 14†† [ 0]	<b>BL</b> 45 lb (ST×ST)/5
<b>HT</b> 14\$ [ 0]	<b>FP</b> 14 [ 0]	<b>Thr</b> 1d+1   <b>Sw</b> 2d+1

\* Includes: +3 from 'Racial ST Bonus'; Conditional: +2 from 'Animal Bite'  
† Includes: +4 from 'Hound'; ‡ Includes: +4 from 'Hound'; § Includes: -4 from 'Hound'; Conditional: -1 from 'Chummy' when alone  
‡ Includes: +8 from 'Hound'; †† Includes: +1 from 'Hound'  
§ Includes: +4 from 'Hound'; Conditional: +2 from 'Very Fit'  
†† Includes: +2 from 'Hound'; \*\* Includes: +5 from 'Hound'

<b>TL</b> 8 [ 0]	<b>SM</b> +0
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<b>Vision</b> 14	<b>Taste/Smell</b> 16*	<b>Death Check</b> 16†
<b>Hearing</b> 16‡	<b>Fright Check</b> 13§	<b>High Jump</b> 1.06 yd
<b>Touch</b> 14	<b>Consciousness</b> 16†	<b>Broad Jump</b> 4.33 yd

\* Includes: +2 from 'Acute Taste and Smell'; ‡ Includes: +2 from 'Acute Hearing'; Conditional: +4 from 'Discriminatory Smell' when it involves Smell  
† Includes: +2 from 'Very Fit'; § Includes: +2 from 'Combat Reflexes'

<b>HP</b> 5, 0, -17, -34, -51, -68, -85	<b>FP</b> 4, 0, -14
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ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
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	11	10	9	8	7

SLAM TABLE					
Mvmt. Dmg.	1	2	3-5	6-8	9
	1d-3	1d-2	1d-1	1d	2d

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d+1 cr	C	-	-	
Brawling: Bite	16	-	1d+2 cut	C	-	-	
Brawling: Kick	14	-	1d+2 cr	C,1	-	-	

PARRY		PARRY		BLOCK		DODGE		OTHER	
12*	11*	9*	11*						
Brawling	DX	DX	None						
<b>Loc.</b>	<b>DR</b>	<b>DB</b>	<b>HP</b>	<b>#</b>	<b>Loc.</b>	<b>DR</b>	<b>DB</b>	<b>HP</b>	<b>#</b>
Eyes	0+1†	0	2	—	Groin	0+1†	0	—	—
Neck	0+1†	0	—	—	Arms	0+1†	0	9	—
Skull	2+1†	0	—	—	Hands	0+1†	0	6	—
Face	0+1†	0	—	—	Legs	0+1†	0	9	—
Torso	0+1†	0	—	—	Feet	0+1†	0	6	—

\* Includes: +1 from 'Combat Reflexes'  
† Includes: +1 from 'Animal Damage Resistance'

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
Hound {p. DF5:8}	106
Racial ST Bonus 3 (No Fine Manipulators; Size)	18
Acute Hearing 2 {p. B35}	4
Roll to hear: 16 (Hearing)	
Acute Taste and Smell 2 {p. B35}	4
Roll to taste/smell: 16 (Taste/Smell)	
Animal Bite 2 (Bite Only) {p. B89, P78}	4
Animal Damage Resistance 1 {p. B46, P45}	5
Combat Reflexes {p. B43}	15
Discriminatory Smell {p. B49, P47}	15
Roll to memorize a scent: 6 (IQ), Roll to Smell: 20 (Taste/Smell+4)	



TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Hound {p. DF5:8}	106
Animal Enhanced Move (Ground; 1/2) {p. B52, P49}	10
High Pain Threshold {p. B59}	10
Roll to ignore pain: 14 (Will+3)	
Night Vision 5 {p. B71, P87}	5
Hound Reduced Consumption 2 (Cast-Iron Stomach) {p. B80}	2
Teeth (Sharp Teeth) {p. B91, P81}	1
Animal Ultrahearing {p. B89, P51}	5
Roll to Hear: 16 (Hearing)	
Very Fit {p. B55}	15
Fur {p. B100, B100,PU2:10}	1
Chummy {p. B126}	-5
Gluttony (12 or less) {p. B137}	-5
Sense of Duty (Master and his friends; Small Group) {p. B153}	-5
Animal Quadruped {p. B263}	-35
Four Legs {p. B55, P81}	5
Animal Horizontal {p. B138}	-10
Animal No Fine Manipulators {p. B145}	-30
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
Dogs (Spoken; Accented; Native Language) (p. B24)			-4

  

SKILLS			
Name	Level	Relative	Pts
Brawling Parry: 12	16	DX+2	[ 4 ]
Hiking	14	HT+0	[ 2 ]
Intimidation	13	Will+2	[ 8 ]
Stealth	14	DX+0	[ 2 ]
Swimming	14	HT+0	[ 1 ]
Tracking	14*	Per+0	[ 2 ]
Urban Survival	14	Per+0	[ 2 ]
Wrestling Parry: 11	14	DX+0	[ 2 ]

\* Conditional: +4 from 'Discriminatory Smell' when scent is a factor