



Name: Rolo der Schwarze  
 Race: Human  
 Appearance: Unauffällig, schwarz gekleidet,

Player: Reto Mägli  
 Ht: 175 Wt: 150

Age: 38 Spent: 274  
 Unspent: 1

### CHARACTER SHEET

|               |              |                    |
|---------------|--------------|--------------------|
| ST 12 [ 20]   | HP 12 [ 0]   | Basic Speed 7 [ 0] |
| DX 15* [ 100] | Will 12 [ 0] | Basic Move 7 [ 0]  |
| IQ 12 [ 40]   | Per 13 [ 5]  | BL 29 lb (ST×ST)/5 |
| HT 13 [ 30]   | FP 13 [ 0]   | Thr 1d-1 Sw 1d+2   |
| TL 3 [ 0]     |              | SM +0              |

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

|                |                    |                   |
|----------------|--------------------|-------------------|
| Vision 13      | Fright Check 14*   | High Jump 2.67 ft |
| Hearing 13     | Consciousness 13   | Money 3           |
| Touch 13       | Death Check 13     |                   |
| Taste/Smell 13 | Broad Jump 3.67 yd |                   |

\* Includes: +2 from 'Combat Reflexes'

### ENCUMBRANCE TABLE

| Name     | « None » | Light | Med   | Hvy    | X-Hvy  |
|----------|----------|-------|-------|--------|--------|
| Lifting  | x1       | x2    | x3    | x6     | x10    |
| Basic    | 29 lb    | 58 lb | 87 lb | 174 lb | 290 lb |
| Movement | x1       | x0.8  | x0.6  | x0.4   | x0.2   |
| Ground   | 7 yd     | 5 yd  | 4 yd  | 2 yd   | 1 yd   |
| Water    | 1 yd     | 1 yd  | 1 yd  | 1 yd   | 1 yd   |
| Jump     | 7 yd     | 5 yd  | 4 yd  | 2 yd   | 1 yd   |
| Dodge    | 11       | 10    | 9     | 8      | 7      |

### LIFTING FEATS

| Name  | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
|-------|--------------|--------------|---------------|----------------|----------------|
| Basic | 58 lb        | 232 lb       | 348 lb        | 435 lb         | 1450 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 'Compulsive Gambling', -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, +2 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)' when +1 from fellow Thieves

### LANGUAGES

| Name                     | Spoken | Written | Pts |
|--------------------------|--------|---------|-----|
| Common (Native) {p. B24} | Native | Native  | 0   |

### ADVANTAGES

| Name   | Pts |
|--|-----|
| Combat Reflexes {p. B43}   | 15  |
| Flexibility {p. B56}   | 5   |
| Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket) 2 {p. B89} | 14  |
| Night Vision 1 {p. B71, P87}   | 1   |
| Perfect Balance {p. B74}   | 15  |
| Weapon Master (Rapier) (one specific weapon) {p. B99}  | 20  |

### PERKS

| Name   | Pts |
|--|-----|
| Off-Hand Weapon Training (Rapier) {p. MA50}          | 1   |
| Quick-Sheathe (Rapier) {p. MA51, MA51, HT249, PU2:7} | 1   |

### DISADVANTAGES

| Name   | Pts |
|--|-----|
| Callous {p. B125}                                | -5  |
| Compulsive Gambling (12 or less, *) {p. B128}    | -5  |
| Compulsive Lying (12 or less, *) {p. B128}       | -15 |
| Kleptomania (12 or less, *) {p. B141}            | -15 |
| Selfish (12 or less, *) {p. B153}                | -5  |
| Sense of Duty (Adventuring companions) {p. B153} | -5  |

### QUIRKS

| Name                     | Pts |
|--------------------------|-----|
| Unused Quirk 1 {p. B163} | -1  |
| Unused Quirk 2 {p. B163} | -1  |
| Unused Quirk 3 {p. B163} | -1  |

### QUIRKS (continued)

| Name                    | Pts |
|-------------------------|-----|
| Dislikes Rats {p. B164} | -1  |
| Proud {p. B164}         | -1  |

### SKILLS

| Name   | Level | Relative  | Pts |
|--|-------|---|-----|
| Acrobatics {p. B174}   | 14*   | DX-1  | 1   |
| Acting {p. B174}   | 11    | 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.<br>Parry: 11 |       |   |     |
| Cartography/TL3 {p. B183}  | 11    | IQ-1  | 1   |
| Climbing {p. B183}   | 18†   | DX+3  | 1   |
| Connoisseur (Literature) {p. B185}   | 11    | IQ-1  | 1   |
| Connoisseur (Visual Arts) {p. B185}  | 11    | IQ-1  | 1   |
| Counterfeiting/TL3 {p. B185}   | 10    | IQ-2  | 1   |
| Disguise/TL3 (Human) {p. B187}   | 11    | IQ-1  | 1   |
| Escape {p. B192}   | 16‡   | DX+1  | 1   |
| Fast-Draw (Charm) {p. B194}  | 16§   | DX+1  | 1   |
| Fast-Draw (Nageteppe) {p. B194}  | 16§   | DX+1  | 1   |
| Fast-Draw (Potion) {p. B194}   | 16§   | DX+1  | 1   |
| Fast-Draw (Rapier) {p. B194}   | 16§   | DX+1  | 1   |
| Fast-Talk {p. B195}  | 11    | IQ-1  | 1   |
| Filch {p. B195}  | 14    | DX-1  | 1   |
| First Aid/TL3 (Human) {p. B195}  | 12    | IQ+0  | 1   |
| Forced Entry {p. B196}   | 15    | DX+0  | 1   |
| Forgery/TL3 {p. B196}  | 10    | IQ-2  | 1   |
| Gambling {p. B197}   | 11    | IQ-1  | 1   |
| Gesture {p. B198}  | 12    | IQ+0  | 1   |
| Hiking {p. B200}   | 12    | HT-1  | 1   |
| Holdout {p. B200}  | 13¶   | IQ+1  | 1   |
| Lip Reading {p. B205}  | 12    | Per-1   | 1   |
| Lockpicking/TL3 {p. B206}  | 14¶   | IQ+2  | 2   |
| Observation {p. B211}  | 14¶   | Per+1   | 1   |
| Pickpocket {p. B213}   | 15¶   | DX+0  | 1   |
| Rapier {p. B208}   | 18    | DX+3  | 12  |
| Parry: 13  |       |   |     |
| Scrounging {p. B218}   | 13    | Per+0   | 1   |
| Search {p. B219}   | 14¶   | Per+1   | 1   |
| Shadowing {p. B219}  | 11    | IQ-1  | 1   |
| Sleight of Hand {p. B221}  | 13    | DX-2  | 1   |
| Smuggling {p. B221}  | 11    | IQ-1  | 1   |
| Stealth {p. B222}  | 16¶   | DX+1  | 1   |
| Streetwise {p. B223}   | 11    | IQ-1  | 1   |
| Throwing {p. B226}   | 14    | DX-1  | 1   |
| Traps/TL3 {p. B226}  | 14¶   | IQ+2  | 2   |
| Urban Survival {p. B228}   | 12    | Per-1   | 1   |
| Wrestling {p. B228}  | 14    | DX-1  | 1   |
| Parry: 11  |       |   |     |
| * Includes: +1 from 'Perfect Balance'  |       | ‡ Includes: +1 from 'Combat Reflexes'   |     |
| † Includes: +1 from 'Perfect Balance', +3 from 'Flexibility'   |       | ¶ Includes: +2 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)' |     |
| ‡ Includes: +3 from 'Flexibility'  |       |   |     |

| MELEE ATTACKS   |       |       |          |       |    |      |    |       |
|---|-------|-------|----------|-------|----|------|----|-------|
| Non-Equipment based                                     | Skill | Parry | Damage   | Reach | ST | Wt   | LC | Notes |
| Brawling: Punch<br><i>Skill used: Brawling</i>          | 15    | 11    | 1d-2 cr  | C     | -  | -    | -  |       |
| Brawling: Bite<br><i>Skill used: Brawling</i>           | 15    | -     | 1d-2 cr  | C     | -  | -    | -  |       |
| Brawling: Kick<br><i>Skill used: Brawling-2</i>         | 13    | -     | 1d-1 cr  | C,1   | -  | -    | -  |       |
| Equipment based   | Skill | Parry | Damage   | Reach | ST | Wt   | LC | Notes |
| Light Edged Rapier: Swing<br><i>Skill used: Rapier</i>  | 18    | 13F   | 1d+3 cut | 1     | 8  | 2.25 | 4  |       |
| Light Edged Rapier: Thrust<br><i>Skill used: Rapier</i> | 18    | 13F   | 1d+2 imp | 1     | 8  | 2.25 | 4  |       |

**ATTACKS TABLES COLUMN NOTES**

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

**SLAM TABLE**

|             |             |             |
|-------------|-------------|-------------|
| 1-2<br>1d-3 | 3-4<br>1d-2 | 5-8<br>1d-1 |
|-------------|-------------|-------------|

| PARRY  | PARRY | BLOCK | DODGE | OTHER |
|--------|-------|-------|-------|-------|
| 13*    | 11*   | 9*    | 11*   |       |
| Rapier | DX    | DX    | None  |       |

**Body Part DR/DB Values:**

- Eyes: DR: 2\*, DB: 0
- Skull: DR: 2\*+2, DB: 0
- Neck: DR: 2\*, DB: 0
- Face: DR: 2\*, DB: 0
- Torso: DR: 2\*, DB: 0
- Arms: DR: 2\*, DB: 0
- Hands: DR: 2\*, DB: 0
- Groin: DR: 2\*, DB: 0
- Legs: DR: 2\*, DB: 0
- Feet: DR: 2\*, DB: 0

**HP Table:**

| Loc.  | HP | #     |
|-------|----|-------|
| Eyes  | 2  | _____ |
| Neck  | -  | _____ |
| Skull | -  | _____ |
| Face  | -  | _____ |
| Torso | -  | _____ |
| Groin | -  | _____ |
| Arms  | 7  | _____ |
| Hands | 5  | _____ |
| Legs  | 7  | _____ |
| Feet  | 5  | _____ |

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

\* Includes: +1 from 'Combat Reflexes'

| HP           | 0 HP           | -1xHP          | -2xHP          | -3xHP          | -4xHP          |
|--------------|----------------|----------------|----------------|----------------|----------------|
| 12 11 10 9 8 | 0 -1 -2 -3 -4  | 12 13 14 15 16 | 24 25 26 27 28 | 36 37 38 39 40 | 48 49 50 51 52 |
| 7 6 5 4 3    | -5 -6 -7 -8 -9 | 17 18 19 20 21 | 29 30 31 32 33 | 41 42 43 44 45 | 53 54 55 56 57 |
| 2 1          | -10 -11        | 22 23          | 34 35          | 46 47          | 58 59          |

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           |
|---------------|----------------|
| 13 12 11 10 9 | 0 -1 -2 -3 -4  |
| 8 7 6 5 4     | -5 -6 -7 -8 -9 |
| 3 2 1         | -10 -11 -12    |

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.

**TECHNIQUES**

| Name  | Level | Relative | Pts   |
|---|-------|----------|-------|
| Close Combat (Rapier) {p. MA69}             | 14    | def+4    | [ 5 ] |
| Dual-Weapon Attack (Rapier) {p. MA83, B230} | 18    | def+4    | [ 5 ] |

