

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5.5 [0]
DX 12 [40]	Will 12 [0]	Basic Move 5 [0]
IQ 12 [40]	Per 12 [0]	BL 20 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-2 Sw 1d

TL 6 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 10
Hearing 12	Fright Check 12	
Touch 12	Consciousness 10	

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.		

JUMP TABLE					
Mvmt.	Rest	1	2	3	4+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. +2 from 'Sense of Duty (Party)' when in dangerous situations if Sense of Duty is known	

DISADVANTAGES	
Name	Pts
Curious (12 or less, *1) {p. B129}	-5
Miserliness (12 or less, *1) {p. B144}	-10
Sense of Duty (Party) (Small Group) {p. B153}	-5

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	10	DX-2	1
Acting {p. B174}	11	IQ-1	1
Boxing {p. B182}	12	DX+0	2
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" to apply the +1 damage to Punch. Parry: 9			
Climbing {p. B183}	11	DX-1	1
Disguise/TL6 (Human) {p. B187}	11	IQ-1	1
Fast-Talk {p. B195}	11	IQ-1	1
Filch {p. B195}	11	DX-1	1
First Aid/TL6 (Human) {p. B195}	12*	IQ+0	1
Forgery/TL6 {p. B196}	10	IQ-2	1
Gesture {p. B198}	12	IQ+0	1
Holdout {p. B200}	11	IQ-1	1
Lockpicking/TL6 {p. B206}	11	IQ-1	1
Observation {p. B211}	11	Per-1	1
Pickpocket {p. B213}	10	DX-2	1
Search {p. B219}	11	Per-1	1
Shadowing {p. B219}	11	IQ-1	1
Stealth {p. B222}	13	DX+1	4
Urban Survival {p. B228}	11	Per-1	1
Wrestling {p. B228}	12	DX+0	2
Parry: 9			
* Cond. +1 from 'First Aid Kit'			

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	12	—	1d-3 cr	C	—	—	—	
Boxing: Punch <i>Skill used: Boxing</i>	12	9	1d-3 cr	C	—	—	—	
Kick <i>Skill used: DX-2</i>	10	—	1d-2 cr	C,1	—	—	—	

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

PARRY				PARRY				BLOCK				DODGE				OTHER			
9				9				7				8							
DX				DX				DX				None							
Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0	2	Torso	0	0	—	Legs	0	0	6	Legs	0	0	6	Legs	0	0	6
Neck	0	0	—	Groin	0	0	—	Feet	0	0	4	Feet	0	0	4	Feet	0	0	4
Skull	2	0	—	Arms	0	0	6												
Face	0	0	—	Hands	0	0	4												

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	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

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

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.

NOTES

Escape, Forced Entry, Lip Reading, Scrounging, Sleight of Hand, Throwing, Traps, Streetwise, Smuggling, Freight Handling

SCRATCH PAD



POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	80
Advantages, Perks	0
Disadvantages, Quirks	-20
Skills, Techniques	24
Total Points Spent:	84
Unspent Points:	0