



CHARACTER SHEET

Name Kip

Player PC - New recruit

Point Total 150

Ht 5' 7"

Wt 10 st 3 lbs Size Modifier 0 Age 19

Unspent Points 0

Appearance Small and wiry, with dark hair and weaselly features.

ST	11	[10]	HP	11	<small>CURRENT</small>	[0]
DX	14	[80]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

Languages	Spoken	Written
Common (Native Speaker)	(Native)	(Illiterate) [-3]

DR	TL: 3	[0]
1*	Cultural Familiarities	

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
11	Appearance:
<small>Brawling</small>	Status: +0
BLOCK	Other: +0
9	Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCS
<small>DX</small>	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 6	Dodge 10
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 6

SKILLS		
Name	Level	Relative Level
Acrobatics	12	DX-2 [1]
Area Knowledge (Kenton region)	10	IQ+0 [1]
Bow	13	DX-1 [1]
Brawling	14	DX+0 [1]
Parry: 11		
Climbing	16	DX+2 [1]
Includes: +3 from 'Flexibility'		
Escape	15	DX+1 [1]
Includes: +3 from 'Flexibility'		
Fast-Talk	9	IQ-1 [1]
First Aid/TL3	10	IQ+0 [1]
Holdout	10	IQ+0 [2]
Jumping	14	DX+0 [1]
Knife	15	DX+1 [2]
Parry: 10		
Lockpicking/TL3	10	IQ+0 [2]
Pickpocket	13	DX-1 [2]
Riding (Equines)	9	DX-5 [0]
Scrounging	10	IQ+0 [1]
Search	9	IQ-1 [1]
Shadowing	9	IQ-1 [1]
Shortsword	9	DX-5 [0]
Parry: 8		
Stealth	15	DX+1 [4]
Streetwise	11	IQ+1 [4]
Survival (Woodlands)	5	IQ-5 [0]
Swimming	11	HT+0 [1]
Throwing	13	DX-1 [1]
Thrown Weapon (Knife)	15	DX+1 [2]
Tracking	9	IQ-1 [1]

ADVANTAGES AND PERKS

Ambidexterity	[5]
Catfall	[10]
Combat Reflexes	[15]
Daredevil	[15]
Flexibility	[5]
Luck	[15]

DISADVANTAGES AND QUIRKS

Bad Temper (12 or less)	[-10]
Code of Honor (Soldier's) -1	[-5]
Greed (12 or less)	[-15]
Overconfidence (12 or less)	[-5]
Phobia (Bats) -1 (12 or less)	[-5]
Always carries a chunk of cheese "for later"	[-1]
Loves to climb	[-1]
Nervous around horses	[-1]
Thinks the countryside stinks	[-1]
Trying to go straight	[-1]



CHARACTER SHEET
Kip

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d-2 cr	C	14	(11)			
	Kick	1d-1 cr	C,1	12	(No)			
	Bite	1d-2 cr	C	12	(No)			
1	Hatchet (tool)	1d+1 cut	1	8	(8)	8 [1]	15	2
1	Large Knife						40	1
	swing	1d-1 cut	C,1	15	(10)	6		
	thrust	1d-1 imp	C	15	(10)	6 [1]		
1	Shortsword						400	2
	swing	1d+1 cut	1	9	(8)	8		
	thrust	1d-1 imp	1	9	(8)	8		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Hatchet (tool)	1d+1 cut	1	16.5 / 27.5	1	T(1)	9	8	-2				15	2
1	Large Knife	1d-1 imp	0	8.8 / 16.5	1	T(1)	15	6	-2		4		40	1
1	Light Cloak	spcl.	1	2 / 2	1	T(1)	9	5	-4			[1]	20	2
1	Short Bow	1d-1 imp	1	110 / 165	1	1(2)	13	7†	-6		4	[3]	50	2

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Boots	feet	80	3
1	Leather Jacket	arms, torso	50	4
1	Leather Leggings	legs	40	2
1	Pouch		35	2.5
15	Coins		15	1.5
1	Bandages		10	1
1	Saddle Horse		1370	19
1	Saddle & Tack		150	15
1	Blanket		20	4
1	Saddlebags		177	15
1	Rope, 3/8" (per 10 yards)		5	1.5
1	Rations		2	.5
1	Personal Basics		5	1
1	Light Cloak		20	2
1	Lantern		20	2
1	Hatchet (tool)		15	2
1	Canteen		10	3
1	Shoulder quiver		30	1.5
10	Arrow		20	1

CHARACTER NOTES

Kip's a new recruit to the garrison, enticed by the pay and (to be honest) originally doing it for a bet. But he likes the respect the soldiers get from the townsfolk. His patrol know he's from the darker side of town, but Kip's thieving past is his guilty secret. He's not been in the patrol for long, and hasn't got his head around using a sword yet, but he's found that he's a natural with a bow, and he's always been handy with a knife.

POINTS SUMMARY

Attributes/Secondary Characteristics	[100]
Advantages/Perks/TL/Languages/Cultural Familiarity	[62]
Disadvantages/Quirks	[-45]
Skills/Techniques	[33]
Other	[]