



CHARACTER SHEET

Name Poddy

Ht 5' 9"

Wt 10 st 12 lb

Size Modifier 0 Age 18

Appearance uplifted pig. Thoughtful.

Player PC - Thunder in Par Point Total 100

Unspent Points 0

| | | | | | |
|-----------|----|---------|-------------|----|-------|
| ST | 11 | [10] | HP | 11 | [0] |
| DX | 9 | [-20] | Will | 12 | [0] |
| IQ | 12 | [40] | Per | 12 | [0] |
| HT | 11 | [10] | FP | 11 | [0] |

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

| ENCUMBRANCE | MOVE | DODGE |
|---------------------------|------------|-------------|
| None (0) = BL 24 | BM x 1 5 | Dodge 8 |
| Light (1) = 2 x BL 48 | BM x 0.8 4 | Dodge - 1 7 |
| Medium (2) = 3 x BL 72 | BM x 0.6 3 | Dodge - 2 6 |
| Heavy (3) = 6 x BL 144 | BM x 0.4 2 | Dodge - 3 5 |
| X-Heavy (4) = 10 x BL 240 | BM x 0.2 1 | Dodge - 4 4 |

ADVANTAGES AND PERKS

| | |
|----------------------------------|--------|
| Common Sense | [10] |
| Damage Resistance (Thick skin) 1 | [5] |
| High Pain Threshold | [10] |
| Intuitive Mathematician | [5] |
| Mathematical Ability 1 | [10] |
| Patrons (Uncle) (9 or less) | [10] |
| Single-Minded | [5] |

DISADVANTAGES AND QUIRKS

| | |
|---------------------------------------|---------|
| Appearance (Unattractive) | [-4] |
| Gluttony (12 or less) | [-5] |
| Low TL -2 | [-10] |
| Unnatural Feature (Face of a pig) -3 | [-3] |
| Doesn't think too much about the past | [-1] |
| Enjoys caring for plants | [-1] |
| Fascinated by mathematical problems | [-1] |
| Kind | [-1] |
| Thoughtful | [-1] |

| Languages | Spoken | Written |
|-------------------------|----------|--------------------|
| Anglic (Native Speaker) | (Native) | (Semi-Liter[-2]) |

| | |
|-----------|-------------------------------|
| DR | TL: 8 [0] |
| Eyes 0+1 | Cultural Familiarities |
| Neck 0+1 | |
| Skull 2+1 | |
| Face 0+1 | |
| Torso 0+1 | |
| Groin 0+1 | |
| Arms 0+1 | |
| Hands 0+1 | |
| Legs 0+1 | |
| Feet 0+1 | |

| | |
|--------------|---|
| PARRY | Reaction Modifiers |
| 7 | Appearance: -1/-1 |
| Brawling | <i>Unappealing Includes: -1 from 'Appearance'</i> |
| BLOCK | <i>Appealing Includes: -1 from 'Appearance'</i> |
| 0 | Status: +0 |
| | Other: +0 |
| | Conditional: +1 from 'Mathematical Ability' |

SKILLS

| Name | Level | Relative Level |
|--|-------|----------------|
| Area Knowledge (Local area) | 12 | IQ+0 [1] |
| Astronomy/TL8 (Observational) | 12 | IQ+0 [1] |
| Includes: +1 from 'Mathematical Ability' | | |
| Brawling | 9 | DX+0 [1] |
| Camouflage | 12 | IQ+0 [1] |
| Climbing | 9 | DX+0 [2] |
| First Aid/TL8 (Human) | 13 | IQ+1 [2] |
| Fishing | 13 | Per+1 [2] |
| Games (Improvised) | 13 | IQ+1 [2] |
| Gardening | 13 | IQ+1 [2] |
| Hiking | 10 | HT-1 [1] |
| Hobby Skill (Bird-watching) | 12 | IQ+0 [1] |
| Knife | 9 | DX+0 [1] |
| Mathematics/TL8 (Pure) | 11 | IQ-1 [1] |
| Includes: +1 from 'Mathematical Ability' | | |
| Musical Composition | 10 | IQ-2 [1] |
| Musical Instrument (Wooden flute) | 11 | IQ-1 [2] |
| Naturalist (Earth) | 11 | IQ-1 [2] |
| Sling | 7 | DX-2 [1] |
| Stealth | 9 | DX+0 [2] |
| Survival (Island/Beach) | 12 | Per+0 [2] |
| Survival (Woodlands) | 12 | Per+0 [2] |
| Swimming | 12 | HT+1 [2] |
| Weather Sense | 12 | IQ+0 [2] |



| HAND WEAPONS | | | | | | | Cost | Weight |
|--------------|-------------|----------|-------|----------|------|-------|------|--------|
| Qty | Weapon | Damage | Reach | Lvl(Pry) | ST | Notes | | |
| | Brawling | | | | | | | |
| | Punch | 1d-2 cr | C | 9 | (7) | | | |
| | Bite | 1d-2 cr | C | 9 | (No) | | | |
| | Kick | 1d-1 cr | C,1 | 7 | (No) | | | |
| 1 | Large Knife | | | | | | 40 | 1 |
| | swing | 1d-1 cut | C,1 | 9 | (6) | 6 | | |
| | thrust | 1d-1 imp | C | 9 | (6) | 6 [1] | | |

| RANGED WEAPONS | | | | | | | | | | | | Cost | Weight | |
|----------------|-------------|----------|-----|------------|-----|-------|-----|----|------|-----|----|------|--------|----|
| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No | | |
| 1 | Large Knife | 1d-1 imp | 0 | 8.8 / 16.5 | 1 | T(1) | 5 | 6 | -2 | | 4 | | 40 | 1 |
| 1 | Sling | 1d+1 pi | 0 | 66 / 110 | 1 | 1(2) | 7 | 6 | -4 | | 4 | [2] | 20 | .5 |

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 | | | | Cost | Weight |
|---------------------|-----------------|----------|--|------|--------|
| Qty | Item | Location | | | |
| 1 | Summer clothing | | | 10 | 2 |

CHARACTER NOTES
You live a life of carefree abandon, cared for by a mechanical man with steel skin, called Krome, in a small village beneath some tall cliffs. The three of you, Longshanks, Feline and Poddy, have a small hut each. The huts are warm and comfortable, with electric lighting and hot showers. Your meals are served in the refectory by small steel spiders with many arms, who retire to their own long hut to recharge at night.
(text truncated to fit space)

POINTS SUMMARY

| | |
|--|---------|
| Attributes/Secondary Characteristics | [40] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [53] |
| Disadvantages/Quirks | [-27] |
| Skills/Techniques | [34] |
| Other | [] |

NOTES

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There is a cave in the cliffs, at the head of the village. The chamber inside is wide and tall, but bare except for a large glass screen, standing freely in the middle of the room. Looking after you all is Uncle, who you suspect is a machine like Krome, but who only ever appears to you as a kindly old man in an image on the screen. From time to time, Uncle shows you other pictures on the screen, and you know the place as the Vision Cave.

At the back of the cave there is a heavy steel door, with a keyhole at its centre. Only Krome can pass, opening the door with a key inside the forefinger of his right hand. He will not let you through, and you've long since given up asking.

Your pleasures are rustic, but many. You need never go hungry. You're free to wander the beaches, forests and hills, but it's dangerous to stray too far from the village. Krome watches over you as best he can, but large creatures roam the woods, and an injury could prove fatal if you fall too far from home.

Longshanks is OK, a bit full of himself sometimes, and he never stops to think, but his heart's in the right place.

Feline is a force of nature. She's half cat, and you're a little bit in love with her.