

Name **TBD**Ht **Wt**

Appearance

Player **Malte**Size Modifier **0** AgePoint Total **133**Unspent Pts **-8**

CHARACTER SHEET

ST	10	[0]	HP	10	CURRENT	[0]
DX	13	[60]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	11	[10]	FP	10	CURRENT	[-3]

Languages		Spoken	Written
			[]
			[]
			[]
			[]

DR	TL: 8	[0]
0	Cultural Familiarities	[]
		[]
		[]
Torso		[]

BASIC LIFT (ST>ST)/5 **20** DAMAGE Thr **1d-2** Sw **1d**
 BASIC SPEED **6** [0] BASIC MOVE **6** [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM × 1 6	Dodge 9
Light (1) = 2 × BL 40	BM × 0.8 4	Dodge -1 8
Medium (2) = 3 × BL 60	BM × 0.6 3	Dodge -2 7
Heavy (3) = 6 × BL 120	BM × 0.4 2	Dodge -3 6
X-Heavy (4) = 10 × BL 200	BM × 0.2 1	Dodge -4 5

Parry
9
DX
Block
7
DX

Reaction Modifiers	
Appearance:	
Status: -1	Includes: -1 from 'Status 1 (Lowlife)'.
Other: +1	Includes: +1 from 'Charisma 1', +0 from 'Fast-Talk'. Conditional: +2 from 'Sense of Duty (Small Group; Companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Social Stigma 1 (Convicted Felon)'.

ADVANTAGES AND PERKS	
Charisma 1	[5]
Flexibility	[5]
Hard to Subdue 2	[4]
High Manual Dexterity 1	[5]
Disarming Smile	[1]
Signature Gear (silver throwing weapons)	[1]

DISADVANTAGES AND QUIRKS	
Laziness	[-10]
Pacifism (Self-Defense Only)	[-15]
Sense of Duty (Small Group; Companions)	[-5]
Social Stigma 1 (Convicted Felon)	[-5]
Status 1 (Lowlife)	[-5]
Wealth (Struggling)	[-10]
Congenial	[-1]
Dislikes Children	[-1]
Dreamer	[-1]

SKILLS			
Skill	Level	Relative	Points
Acting	12	IQ+0	[2]
Bicycling	13	DX+0	[1]
Body Language	12	Per+0	[2]
Notes: Physiology Modifiers apply (p. B181): Similar: -2 to -4 Very different: -5. Utterly alien: -6 or worse (GM's option). Machine: No roll possible! A successful roll against a suitable skill (usually Physiology (Race)) lets you avoid these penalties.			
Brawling	15	DX+2	[4]
Roll to Punch: 15, Roll to Bite: 15, Roll to Kick: 13			
Carousing	11	HT+0	[1]
Cloak	14	DX+1	[4]
Dancing (The Hustle)	12	DX-1	[1]
Driving/TL8 (Automobile)	12	DX-1	[1]
Escape	15	DX+2	[2]
Includes: +3 from 'Flexibility'			
Fast-Draw (Knife)	14	DX+1	[2]
Fast-Talk	15	IQ+3	[12]
Conditional: +1 from 'Charisma 1' when making Influence rolls			
Gambling	12	IQ+0	[2]
Hobby Skill (Juggling)	13	DX+0	[1]
Holdout	12	IQ+0	[2]
Knife	13	DX+0	[1]
Performance (Stage Magician)	12	IQ+0	[1]
Sleight of Hand	13	DX+0	[4]
Conditional: +1 from 'High Manual Dexterity 1' when performing DX-based tasks			
Slip Handcuffs (Escape)	13		[4]
Streetwise	12	IQ+0	[2]
Conditional: +1 from 'Charisma 1' when making Influence rolls			
Throwing	12	DX-1	[1]
Thrown Weapon (Knife)	16	DX+3	[8]

