

PORTRAIT		IDENTITY				MISCELLANEOUS				150 POINTS			
		NAME	Roland die Ratte			CREATED	Jan 6, 2025, 6:08 AM			0 UNSPENT			
		TITLE	Rogue (Thief)			MODIFIED	Jan 6, 2025, 6:08 PM			0 ANCESTRY			
		ORGANIZATION				PLAYER				121 ATTRIBUTES			
	DESCRIPTION									30 ADVANTAGES			
		GENDER	Male		HEIGHT	5'7"		HAIR	Black	-33 DISADVANTAGES			
	AGE	15		WEIGHT	167 lb		EYES	Brown	-5 QUIRKS				
	BIRTHDAY	April 20		SIZE	+0		SKIN	Tan	37 SKILLS				
	RELIGION			TL	3		HAND	Right	0 SPELLS				
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE					
[0] 10 STRENGTH (ST)	[0] 12 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE				
[60] 13 DEXTERITY (DX)	[0] 12 FRIGHT CHECK		EYES	-9	0	0 NONE	20 lb	6	9				
[40] 12 INTELLIGENCE (IQ)	[5] 13 PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	40 lb	4	8				
[10] 11 HEALTH (HT)	[0] 13 VISION	5	FACE	-5	0	2 MEDIUM	60 lb	3	7				
BASIC DAMAGE		6-7	RIGHT LEG	-2	0	3 HEAVY	120 lb	2	6				
1d-2 BASIC THRUST	[6] 16 HEARING	8	RIGHT ARM	-2	1	4 X-HEAVY	200 lb	1	5				
1d BASIC SWING	[0] 13 TASTE & SMELL	9-10	TORSO	+0	1	LIFTING & MOVING THINGS							
	[0] 13 TOUCH	11	GROIN	-3	0	20 lb BASIC LIFT							
	[0] 6 BASIC SPEED	12	LEFT ARM	-2	1	40 lb ONE-HANDED LIFT							
	[0] 6 BASIC MOVE	13-14	LEFT LEG	-2	0	160 lb TWO-HANDED LIFT							
POINT POOLS		15	HAND	-4	0	240 lb SHOVE & KNOCK OVER							
[0] 11 OF 11 FP [RESTED]		16	FOOT	-4	0	480 lb RUNNING SHOVE & KNOCK OVER							
[0] 10 OF 10 HP [HEALTHY]		17-18	NECK	-5	0	300 lb CARRY ON BACK							
			VITALS	-3	1	1,000 lb SHIFT SLIGHTLY							
± REACTION					± CONDITION								
+1 from others					-3 in penalties may be ignored when due to close quarters								
					+1 to trained Acting skill for the sole purpose of "acting innocent"								
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST		
Natural Attacks					Bite	13	No	No	1d-3 cr	C			
Natural Attacks					Kick	11	No	No	1d-2 cr	C,1			
Natural Attacks					Punch	13	9	No	1d-3 cr	C			
Small Knife					Swung	13	8	No	1d-3 cut	C,1	5		
Small Knife					Thrust	13	8	No	1d-3 imp	C	5		
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Small Knife				Thrown	9	0	1d-3 imp	5/10	1	T	-1		5
TRAIT		PTS			SKILL / TECHNIQUE		SL	RSL	PTS				
Natural Attacks		0	B271	—	Acting		13	IQ+1	4	B174			
Language: Ulbethian		-3	B24	!	Architecture/TL3		12	IQ	2	B176			
Native; Spoken (Native)					Climbing		15	DX+2	1	B183			
Advantages		30		—	Escape		14	DX+1	1	B192			
Appearance		4	B21		Fast-Talk		11	IQ-1	1	B195			
Attractive					Default: Acting-5								
Flexibility		5	B56+		Filch		14	DX+1	4	B195			
High Manual Dexterity 3		15	B59		Forced Entry		13	DX	1	B196			
Night Vision 5		5	B71+		Holdout		12	IQ	2	B200			
Honest Face		1	B101		Knife		13	DX	1	B208			
Disadvantages		-30		—	Lockpicking/TL3		15	IQ+3	2	B206			
Code of Honor (Pirate's)		-5	B127		Merchant		11	IQ-1	1	B209			
Always avenge an insult, regardless of the danger; your buddy's foe is your own; never attack a fellow crewman or buddy except in a fair, open duel.					Observation		12	Per-1	1	B211			
Enemy (Authorities)		-10	B135		Pickpocket		15	DX+2	2	B213			
Medium Group; Appears quite rarely (6-)					Default: Filch-5								
Poor		-15	B25		Running		12	HT+1	4	B218			
Starting wealth is 1/5 normal					Scrounging		13	Per	1	B218			
Quirks		-5		—	Shortsword		12	DX-1	1	B209			
Unused Quirk		-1		?	Default: Knife-4								
Unused Quirk		-1		?	Stealth		14	DX+1	4	B222			
					Streetwise		12	IQ	2	B223			
					Traps/TL3		12	IQ	2	B226			
					Default: Lockpicking/TL3-3								

TRAIT									PTS		
Unused Quirk									-1		?
Unused Quirk									-1		?
Unused Quirk									-1		?
✓	#	CARRIED EQUIPMENT (5.5 LB; \$135)	USES	TL	LC						
✓	1	<b>Leather Jacket</b>		1		50	4 lb	50	4 lb	<u>B283</u>	
		Flexible, concealable									
✓	1	<b>Lockpicks</b>		3		50	0 lb	50	0 lb	<u>B289</u>	
		Basic equipment for Lockpicking skill									
✓	1	<b>Personal Basics</b>		0		5	1 lb	5	1 lb	<u>B288</u>	
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.									
✓	1	<b>Small Knife</b>		0		30	0.5 lb	30	0.5 lb	<u>B272</u>	