



CHARACTER SHEET

Name Kori Sivila
Ht Wt
Appearance

Player
Size Modifier 0 Age

Point Total 150
Unspent Points 0

ST	9	[0]	HP	14	<small>CURRENT</small>	[10]
DX	12	[40]	Will	12		[5]
IQ	11	[20]	Per	12		[0]
HT	10	[-10]	FP	11	<small>CURRENT</small>	[3]

Languages	Spoken	Written

DR	TL: 3	[0]
0	Cultural Familiarities	

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
BASIC SPEED 5 [-10] BASIC MOVE 5 [0]

PARRY	Reaction Modifiers
9	Appearance: +1/+1 <i>Unappealing Includes:</i> +1 from 'Appearance' <i>Appealing Includes:</i> +1 from 'Appearance'
Brawling	Status: +0
BLOCK	Other: +1; <i>Includes:</i> +1 from 'Charisma'
0	Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Smooth Operator', +2 from 'Voice' when your voice can be heard

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	16	BM x 1	5	Dodge	8
Light (1) = 2 x BL	32	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	48	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	96	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	160	BM x 0.2	1	Dodge - 4	4

TEMPLATES AND METATRAITS	
Elf (Basic Set)	[70]
ADVANTAGES AND PERKS	
Charisma 1	[5]
Smooth Operator 1	[15]
DISADVANTAGES AND QUIRKS	
Colorblindness	[-10]
Magic Susceptibility -3	[-9]
Overconfidence (12 or less)	[-5]
Phobia (Pyrophobia) (12 or less)	[-5]
Secret (Killed a Noble?) (Imprisonment or Exile)	[-20]
Dreamer	[-1]

SKILLS			
Name	Level	Relative Level	
Acrobatics	13	DX+1	[4]
<small>Includes: +1 from 'Perfect Balance'</small>			
Acting	13	IQ+2	[4]
<small>Includes: +1 from 'Smooth Operator'</small>			
Axe/Mace	12	DX+0	[2]
Brawling	12	DX+0	[1]
Connoisseur (Natural Environments)	10	IQ-1	[0]
<small>Includes: +1pts from 'Racial Skill Point Bonus (Connoisseur (Natural Environments))'</small>			
Counterfeiting/TL3	9	IQ-2	[1]
Crossbow	13	DX+1	[2]
Diplomacy	13	IQ+2	[2]
<small>Includes: +1 from 'Smooth Operator', +2 from 'Voice'</small>			
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
Fast-Talk	14	IQ+3	[2]
<small>Includes: +1 from 'Smooth Operator', +2 from 'Voice'</small>			
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
Garrote	12	DX+0	[1]
Holdout	11	IQ+0	[2]
Intimidation	13	Will+1	[2]
<small>Includes: +1 from 'Smooth Operator'</small>			
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
Jumping	12	DX+0	[1]
Knife	12	DX+0	[1]
Law (local)	10	IQ-1	[2]
Observation	13	Per+1	[4]
Riding (Equines)	12	DX+0	[2]
Sleight of Hand	12	DX+0	[4]
Smallsword	12	DX+0	[2]
Stealth	13	DX+1	[4]
Streetwise	12	IQ+1	[2]
<small>Includes: +1 from 'Smooth Operator'</small>			
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
Survival (Woodlands)	11	Per-1	[1]
Thrown Weapon (Knife)	14	DX+2	[4]
Urban Survival	12	Per+0	[2]



CHARACTER SHEET

Kori Sivila

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-3 cr	C	12 (9)				
	Bite	1d-3 cr	C	12 (No)				
	Kick	1d-2 cr	C,1	10 (No)				
6	Large Knife/TL0 Swing	1d-3 cut	C, 1	12 (8)	6		240	0

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Crossbow (ST 9)	1d+2 imp	4	180 / 225	1	1(4)	13	7†	-6	4		[3]	150	0
6	Large Knife/TL0	1d-2 imp	0	7.2 / 13.5	1	T(1)	14	6	-2	-	4		240	0

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	Backpack, Small		60	0
1	Boots	feet	80	0
1	Canteen		10	0
30	Crossbow Bolt		60	0
1	Leather Gloves	hands	30	0
1	Leather Leggings	legs	40	0
1	Mail Shirt	torso	150	0
1	Sleeping Bag		25	0

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[58]
Advantages/Perks/TL/Languages/Cultural Familiarity	[90]
Disadvantages/Quirks	[-50]
Skills/Techniques	[52]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
6	Large Knife/TL0					240	0
	Swing	1d-3 cut	C, 1	12 (8) 6			
	Thrust	1d-2 imp	C	12 (8) 6	[1]		
2	Sickle/TL1					80	0
	Slash Swing	1d-1 cut	1	12 (9) 8			
	Impale Swing	1d-1 imp	1	12 (9U) 8	[3]		
	Hook	1d-4 cut	1	12 (9U) 8	[2]		