



Name: Swashbuckler
Race: Human
Appearance:

Player: 100 points
Ht: Wt:

Age: Spent: 100
Unspent: 0

CHARACTER SHEET

ST 10* [0]	HP 10 [0]	Basic Speed 5 [-15]
DX 12 [40]	Will 10 [0]	Basic Move 6 [5]
IQ 10 [0]	Per 10 [0]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	^{Thr} 1d-1 ^{Sw} 1d+1

* Cond. +1 from 'Striking ST'

TL 4 [0]	SM +0
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Vision 10	Taste/Smell 10	Death Check 11
Hearing 10	Fright Check 12*	High Jump 2.17 ft
Touch 10	Consciousness 11	Broad Jump 3 yd

* +2 from 'Combat Reflexes'

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
10*	13*	8*	9*	0
DX	Broadsword	DX	None	Torso

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs, Cond. +1 from 'Compulsive Carousing' when from like-minded extroverts, Cond. -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Ambidexterity	[5]
Combat Reflexes	[15]
Daredevil	[15]
Enhanced Parry 1 (Broadsword)	[5]
Striking ST 1	[5]
Weapon Master (Broadsword; one specific weapon)	[20]

PERKS	
Name	Pts
Weapon Bond (Broadsword)	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's)	[-5]
Compulsive Carousing (12 or less)	[-5]
Impulsiveness (12 or less)	[-10]
Overconfidence (12 or less)	[-5]
Vow (Never refuse a challenge of combat.)	[-10]
Wealth (Struggling)	[-10]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	12	DX+0	[4]

SKILLS (continued)			
Name	Level	Relative	Pts
Brawling	12	DX+0	[1]
Parry: 10			
Broadsword	16*	DX+4	[16]
Parry: 13			
Carousing	11	HT+0	[1]
Climbing	11	DX-1	[1]
Fast-Draw (Knife)	13†	DX+1	[1]
Fast-Draw (Sword)	13†	DX+1	[1]
Fast-Talk	9	IQ-1	[1]
Gambling	9	IQ-1	[1]
Hiking	10	HT-1	[1]
Intimidation	9	Will-1	[1]
Jumping	12	DX+0	[1]
Scrounging	10	Per+0	[1]
Search	9	Per-1	[1]
Stealth	11	DX-1	[1]
Streetwise	10	IQ+0	[2]
Throwing	12	DX+0	[2]
Wrestling	12	DX+0	[2]
Parry: 10			

* Enhanced Parry (Broadsword), Cond. +1 from 'Weapon Bond (Broadsword)' † +1 from 'Combat Reflexes'

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[40]
Advantages, Perks	[66]
Disadvantages, Quirks	[-45]
Skills, Techniques	[39]
Total Points Spent:	100
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status -2; TL0) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	20	2 lb
1	Sandals (TL0) Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only. Location: Feet	25	8 oz