



Name: Assassin  
Race: Human  
Appearance:

Player: 100 points  
Ht:            Wt:

Age:            Spent: 100  
Unspent: 0

### CHARACTER SHEET

|                     |                     |                                |
|---------------------|---------------------|--------------------------------|
| <b>ST</b> 10* [ 0]  | <b>HP</b> 10 [ 0]   | <b>Basic Speed</b> 5 [ -10]    |
| <b>DX</b> 11† [ 20] | <b>Will</b> 10 [ 0] | <b>Basic Move</b> 5 [ 0]       |
| <b>IQ</b> 10 [ 0]   | <b>Per</b> 11 [ 5]  | <b>BL</b> 20 lb (ST×ST)/5      |
| <b>HT</b> 11 [ 10]  | <b>FP</b> 11 [ 0]   | <b>Thr</b> 1d-1 <b>Sw</b> 1d+2 |

\* Cond. +2 from 'Striking ST'      † Cond. +3 from 'Flexibility' when ignoring penalties for working in close quarters

|                  |              |
|------------------|--------------|
| <b>TL</b> 4 [ 0] | <b>SM</b> +0 |
|------------------|--------------|

|            |                  |                    |
|------------|------------------|--------------------|
| Vision 11  | Taste/Smell 11   | Death Check 11     |
| Hearing 11 | Fright Check 12* | High Jump 1.67 ft  |
| Touch 11   | Consciousness 11 | Broad Jump 2.33 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            | 5 yd     | 4 yd  | 3 yd  | 2 yd   | 1 yd   |
| Water             | 1 yd     | 1 yd  | 1 yd  | 1 yd   | 1 yd   |
| Jump              | 5 yd     | 4 yd  | 3 yd  | 2 yd   | 1 yd   |
| Dodge             | 9        | 8     | 7     | 6      | 5      |

| PARRY | PARRY    | BLOCK | DODGE | DR    |
|-------|----------|-------|-------|-------|
| 9*    | 10*      | 7*    | 9*    | 0     |
| DX    | Brawling | DX    | None  | Torso |

\* +1 from 'Combat Reflexes'

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

\* Cond. -1 from 'Callous' when past victim, or has Empathy, Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs

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

| ADVANTAGES      |       |
|-----------------|-------|
| Name            | Pts   |
| Ambidexterity   | [ 5]  |
| Combat Reflexes | [ 15] |
| Flexibility     | [ 5]  |
| Gizmo 2         | [ 10] |
| Striking ST 2   | [ 10] |

| DISADVANTAGES               |        |
|-----------------------------|--------|
| Name                        | Pts    |
| Bloodlust (12 or less)      | [ -10] |
| Callous                     | [ -5]  |
| Greed (12 or less)          | [ -15] |
| Lecherousness (12 or less)  | [ -15] |
| Overconfidence (12 or less) | [ -5]  |
| Wealth (Struggling)         | [ -10] |

| SKILLS               |       |          |      |
|----------------------|-------|----------|------|
| Name                 | Level | Relative | Pts  |
| Blowpipe             | 12    | DX+1     | [ 8] |
| Bow                  | 12    | DX+1     | [ 4] |
| Brawling             | 12    | DX+1     | [ 2] |
| Parry: 10            |       |          |      |
| Disguise/TL4 (Human) | 9     | IQ-1     | [ 1] |
| Fast-Draw (Knife)    | 12*   | DX+1     | [ 1] |
| Fast-Talk            | 9     | IQ-1     | [ 1] |

### SKILLS (continued)

| Name                  | Level | Relative | Pts  |
|-----------------------|-------|----------|------|
| Forced Entry          | 11    | DX+0     | [ 1] |
| Garrote               | 13    | DX+2     | [ 4] |
| Gesture               | 10    | IQ+0     | [ 1] |
| Holdout               | 11    | IQ+1     | [ 4] |
| Knife                 | 14    | DX+3     | [ 8] |
| Parry: 10             |       |          |      |
| Observation           | 11    | Per+0    | [ 2] |
| Poisons/TL4           | 11    | IQ+1     | [ 8] |
| Search                | 11    | Per+0    | [ 2] |
| Shadowing             | 11    | IQ+1     | [ 4] |
| Shortsword            | 12    | DX+1     | [ 4] |
| Parry: 10             |       |          |      |
| Smuggling             | 11    | IQ+1     | [ 4] |
| Stealth               | 13    | DX+2     | [ 8] |
| Streetwise            | 11    | IQ+1     | [ 4] |
| Thrown Weapon (Dart)  | 11    | DX+0     | [ 1] |
| Thrown Weapon (Knife) | 14    | DX+3     | [ 8] |
| Traps/TL4             | 11    | IQ+1     | [ 4] |
| Urban Survival        | 11    | Per+0    | [ 2] |
| Wrestling             | 12    | DX+1     | [ 4] |
| Parry: 10             |       |          |      |

\* +1 from 'Combat Reflexes'

| POINTS SUMMARY                              |  | Pts        |
|---|--|------------|
| Basic Attributes, Secondary Characteristics |  | [ 25]      |
| Advantages, Perks                           |  | [ 45]      |
| Disadvantages, Quirks                       |  | [ -60]     |
| Skills, Techniques                          |  | [ 90]      |
| <b>Total Points Spent:</b>                  |  | <b>100</b> |
| <b>Unspent Points:</b>                      |  | <b>0</b>   |

| 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)<br>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)<br>Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only.<br>Location: Feet  | 25   | 8 oz   |