



Name: Thief
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 5 [0]
IQ 10 [0]	Per 11 [5]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d

* Cond. +3 from 'Flexibility' when ignoring penalties for working in close quarters

TL 4 [0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 10	High Jump 1.67 ft
Touch 11	Consciousness 11	Broad Jump 2.33 yd

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	9	7	9*	0
DX	Brawling	DX	None	Torso

* +1 from 'Enhanced Dodge'

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

* Cond. +1 from 'Compulsive Carousing' when from like-minded extroverts, Cond. -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs, Cond. +2 from 'Tough Guy' when Most police officers and detectives, bouncers, gangsters and street thugs

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

TEMPLATES AND META-TRAITS	
Name	Pts
Thief - 100 (Dungeon Fantasy)	[0]

ADVANTAGES	
Name	Pts
Ambidexterity	[5]
Enhanced Dodge 1	[15]
Flexibility	[5]
High Manual Dexterity 1	[5]
Perfect Balance	[15]
Tough Guy 2	[10]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less)	[-10]
Code of Honor (Pirate's)	[-5]
Compulsive Carousing (12 or less)	[-5]
Greed (12 or less)	[-15]
Overconfidence (12 or less)	[-5]
Wealth (Struggling)	[-10]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	11*	DX-1	[1]

SKILLS (continued)

Name	Level	Relative	Pts
Brawling	12	DX+0	[1]
Parry: 9			
Carousing	11	HT+0	[1]
Climbing	15†	DX+3	[1]
Disguise/TL4 (Human)	10	IQ+0	[2]
Escape	13‡	DX+1	[1]
Fast-Draw (Knife)	12	DX+0	[1]
Filch	12	DX+0	[2]
Forced Entry	14§	DX+2	[1]
Gambling	10	IQ+0	[2]
Gesture	10	IQ+0	[1]
Hiking	10	HT-1	[1]
Holdout	10	IQ+0	[2]
Lockpicking/TL4	11¶	IQ+1	[4]
Observation	10	Per-1	[1]
Pickpocket	11¶	DX-1	[2]
Scrounging	11	Per+0	[1]
Search	11	Per+0	[2]
Shadowing	12§	IQ+2	[2]
Shortsword	12	DX+0	[2]
Parry: 9			
Sleight of Hand	10¶	DX-2	[1]
Smuggling	10	IQ+0	[2]
Stealth	15	DX+3	[12]
Streetwise	12§	IQ+2	[2]
Thrown Weapon (Knife)	12	DX+0	[1]
Traps/TL4	11	IQ+1	[4]
Urban Survival	11	Per+0	[2]

* +1 from 'Perfect Balance' | ‡ +3 from 'Flexibility' | ¶ Cond. +1 from 'High Manual
† +3 from 'Flexibility', +1 from | § +2 from 'Tough Guy' | † Dexterity when performing
'Perfect Balance' | DX-based tasks

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		40
Advantages, Perks		55
Disadvantages, Quirks		-50
Skills, Techniques		55
Total Points Spent:		100
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	-	-	
Brawling: Bite	12	-	1d-3 cr	C	-	-	
Brawling: Kick	10	-	1d-2 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