









PORTRAIT		IDENTITY				MISCELLANEOUS				222 POINTS			
		NAME	Penelope			CREATED	Apr 5, 2025, 9:04 AM			0 UNSPENT			
		TITLE				MODIFIED	Apr 5, 2025, 1:43 PM			0 ANCESTRY			
		ORGANIZATION				PLAYER	DESKTOP-M0TNG9M\user			188 ATTRIBUTES			
	DESCRIPTION									176 ADVANTAGES			
		GENDER	Female			HEIGHT	4'11"			HAIR	Red	-185 DISADVANTAGES	
		AGE	18			WEIGHT	164 lb			EYES	Amber	0 QUIRKS	
		BIRTHDAY	April 30			SIZE	+0			SKIN	Dusky	43 SKILLS	
		RELIGION				TL	4			HAND	Right	0 SPELLS	
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE					
[0]	10	STRENGTH (ST)	[0]	13	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[120]	16	DEXTERITY (DX)	[0]	15	FRIGHT CHECK		EYES	-9	0	0 NONE	20 lb	6	10
[60]	13	INTELLIGENCE (IQ)	[0]	13	PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	40 lb	4	9
[0]	10	HEALTH (HT)	[0]	13	VISION	5	FACE	-5	0	2 MEDIUM	60 lb	3	8
BASIC DAMAGE		[0]	13	HEARING	6-7	RIGHT LEG	-2	0		3 HEAVY	120 lb	2	7
1d+1 BASIC THRUST		[0]	13	TASTE & SMELL	8	RIGHT ARM	-2	0		4 X-HEAVY	200 lb	1	6
2d+1 BASIC SWING		[0]	13	TOUCH	9-10	TORSO	+0	0		LIFTING & MOVING THINGS			
		[0]	6.5	BASIC SPEED	11	GROIN	-3	0		20 lb BASIC LIFT			
		[0]	6	BASIC MOVE	12	LEFT ARM	-2	0		40 lb ONE-HANDED LIFT			
POINT POOLS						13-14	LEFT LEG	-2	0	160 lb TWO-HANDED LIFT			
[0]	10	OF 10	FP	[RESTED]	15	HAND	-4	0		240 lb SHOVE & KNOCK OVER			
[8]	14	OF 14	HP	[HEALTHY]	16	FOOT	-4	0		480 lb RUNNING SHOVE & KNOCK OVER			
					17-18	NECK	-5	0		300 lb CARRY ON BACK			
						VITALS	-3	0		1,000 lb SHIFT SLIGHTLY			
± REACTION					± CONDITION								
-2	from experienced NPCs				-5	in penalties may be ignored when due to close quarters							
-2	from others except your own kind				+6	on all IQ rolls to wake up or to recover from surprise or mental stun							
+2	from others of your own kind in an area, profession, or situation where your minority is especially rare				+6	on all rolls to keep your feet if the surface is wet, slippery or unstable							
+1	from pious folk				+4	on DX and DX-based skill rolls to keep your feet or avoid being knocked down in combat							
+1	from sapient being with whom you actively interact (converse, lecture, etc.)				-3	to all skill rolls whenever you believe that the odds are against you or others expect you to fail (GM's judgment)							
+6	from those attracted to members of your sex, +2 from everyone else. Exception: Members of the same sex with reason to dislike you (more than -4 in reaction penalties regardless of bonuses) resent your good looks and react at -2 instead.				+1	to initiative rolls for your side (+2 if you are the leader)							
+2	from young or naive individuals who believe you are as good as you say you are				-2	to IQ-based skills when alone, or only -1 if in a group of 4 or less							
+1	to Influence rolls				+4	to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words							
+4	to others				+4	to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when you try to lie or bluff							
					+1	to skill rolls any time you take an unnecessary risk (in the GM's opinion)							
					-2	to ST vs. knockback							
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST		
Natural Attacks					Bite	16	No	No	1d cr	C			
Natural Attacks					Kick	14	No	No	1d+1 cr	C,1			
Natural Attacks					Punch	16	12	No	1d cr	C			
TRAIT		PTS			SKILL / TECHNIQUE		SL	RSL	PTS				
Natural Attacks		0	B271	-	Acrobatics		15	DX-1	1	B174+			
Charitable		-15	B125		Animal Handling (Dogs)		12	IQ-1	1	B175			
CR: 12 (Resist quite often)					Blind Fighting		10	Per-3	1	B180+			
Make a self-control roll in any situation where you could render aid or are specifically asked for help, but should resist the urge					Body Control		7	HT-3	1	B181+			
					Breath Control		8	HT-2	1	B182			
					Climbing		23	DX+7	1	B183			

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS		
Code of Honor (Gentleman's)	-10	<u>B127</u>	Criminology/TL4	12	IQ-1	1	<u>B186</u>	
Never break your word. Never ignore an insult to yourself, a lady, or your flag; insults may only be wiped out by an apology or a duel (not necessarily to the death!). Never take advantage of an opponent in any way; weapons and circumstances must be equal (except in open war). This only applies between gentlemen.			Flying Leap	11	IQ-2	1	<u>B196+</u>	
Compulsive Generosity	-5	<u>B128</u>	Free Fall	17	DX+1	1	<u>B197</u>	
CR: 12 (Resist quite often), +10% Cost of Living Increase			Garrote	16	DX	1	<u>B197</u>	
Curious	-5	<u>B129</u>	Immovable Stance	14	DX-2	1	<u>B201</u>	
CR: 12 (Resist quite often)			Jump Kick	12	-3	2	<u>B231+</u>	
Make a self-control roll when presented with an interesting item or situation			Default: Karate-4					
Demophobia (Crowds)	-15	<u>B149</u>	Karate	15	DX-1	3	<u>B203+</u>	
CR: 12 (Resist quite often), -2 Action Penalty			Jumping	16	DX	1	<u>B203+</u>	
Any group of over a dozen people sets off this fear unless they are all well known to you. The self-control roll is at -1 for over 25 people, -2 for a crowd of 100 or more, -3 for 1,000, -4 for 10,000, and so on.			Knee Strike	15	+0	1	<u>B232+</u>	
Easy to Read	-10	<u>B134</u>	Default: Karate-1					
Gregarious	-10	<u>B126</u>	Kicking	14	-1	2	<u>B231+</u>	
Gullibility	-10	<u>B137</u>	Default: Karate-2					
CR: 12 (Resist quite often)			Light Walk	14	DX-2	1	<u>B205+</u>	
Honesty	-10	<u>B138</u>	Meditation	11	Will-2	1	<u>B207</u>	
CR: 12 (Resist quite often)			Power Blow	11	Will-2	1	<u>B215+</u>	
Make a self-control roll when faced with the "need" to break unreasonable laws; if you fail, you must obey the law, whatever the consequences. If you manage to resist your urges and break the law, make a second self-control roll afterward. If you fail, you must turn yourself in to the authorities!			Pressure Points	11	IQ-2	1	<u>B215+</u>	
Impulsiveness	-10	<u>B139</u>	Running	9	HT-1	1	<u>B218</u>	
CR: 12 (Resist quite often)			Scaling	21	-2	2	<u>B233</u>	
Make a self-control roll whenever it would be wise to wait and ponder. If you fail, you must act			Default: Climbing-3					
Low Self-Image	-10	<u>B143</u>	Stealth	15	DX-1	1	<u>B222</u>	
Mild Shyness	-5	<u>B154</u>	Throwing Art	14	DX-2	1	<u>B226+</u>	
You are uneasy with strangers, especially assertive or attractive ones.			Sweeping Kick	13	-2	2	<u>B232+</u>	
Overconfidence	-5	<u>B148</u>	Default: Karate-3					
CR: 12 (Resist quite often)			Sleight of Hand	15	DX-1	1	<u>B221</u>	
You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!			Shadowing	10	IQ-3	1	<u>B219</u>	
Pacifism: Cannot Harm Innocents	-10	<u>B148</u>	Default: Stealth-4					
You may fight – you may even start fights – but you may only use deadly force on a foe that is attempting to do you serious harm. Capture is not "serious harm" unless you are already under penalty of death or have a Code of Honor that would require suicide if captured. You never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved – particularly if they are "ordinary folks."			Rope Up	22	-1	1	<u>B233</u>	
Secret (Is the missing duchess)	-20	<u>B152</u>	Default: Climbing-2					
Imprisonment			Rapier	15	DX-1	1	<u>B208</u>	
Selfless	-5	<u>B153</u>	Pickpocket	15	DX-1	1	<u>B213</u>	
CR: 12 (Resist quite often)			Back Kick	12	-3	2	<u>B230+</u>	
You must make a self-control roll to put your needs – even survival – before those of someone else.			Default: Karate-4					
Sense of Duty	-5	<u>B153</u>	Blowpipe	14	DX-2	1	<u>B180</u>	
Friends and Companions			Elbow Strike	14	-1	1	<u>B230+</u>	
Skinny	-5	<u>B18</u>	Default: Karate-2					
			Breaking Blow	11	IQ-2	1	<u>B182+</u>	
			Guns/TL4 (Pistol)	16	DX	1	<u>B198</u>	
			Swimming	10	HT	1	<u>B224</u>	

TRAIT		PTS		
Social Stigma (Minority Group) 	You are a member of a minority that the dominant culture around you regards as “barbarians” or “inferior.”	-10	<u>B155</u>	
Xenophilia 	CR: 12 (Resist quite often)	-10	<u>B162</u>	
Absolute Direction 	3D Spatial Sense	10	<u>B34</u>	
Appearance 	Very Beautiful	16	<u>B21</u>	
Catfall		10	<u>B41+</u>	
Brachiator		5	<u>B41</u>	
Charisma 1		5	<u>B41</u>	
Combat Reflexes 	Never freeze	15	<u>B43</u>	
Daredevil		15	<u>B47</u>	
Flexibility (Double-Jointed)		15	<u>B56</u>	
High Manual Dexterity 1		5	<u>B59</u>	
High Status 1 	Duchess	5	<u>B28</u>	
Perfect Balance		15	<u>B74</u>	
Rapier Wit		5	<u>B79+</u>	
Trained by a Master		30	<u>B93+</u>	
Striking ST 5		25	<u>B88+</u>	