

Name: Steppenläufer Race: Human Appearance:

Player: NPC Ht: Wt:

Age:

Spent: 7 Unspent: 0

## **CHARACTER SHEET**

| ST | 23 | [ | 39]   | HP   | 23 | [ | 0]  | Basic<br>Speed | 6,5 |      | [   | 20]    |
|----|----|---|-------|------|----|---|-----|----------------|-----|------|-----|--------|
| DX | 12 | [ | 24]   | Will | 12 |   |     | Basic<br>Move  |     |      | [   | 0]     |
| IQ | 4  | [ | -120] | Per  | 12 | [ | 40] | BL             | 106 | lb   | (ST | ×ST)/5 |
| нт | 10 | [ | 0]    | FP   | 10 | [ | 0]  | Thr 2d         | +1  | I Sw |     | +1     |

| TL 3 [ 0] SM + | 3 |
|----------------|---|
|----------------|---|

| Vision      | 12[1] | Fright Check  | 12    | Broad Jump | 3 yd |
|-------------|-------|---------------|-------|------------|------|
| Hearing     | 12    | Consciousness | 10    | Money      | 200  |
| Touch       | 12    | Death Check   | 10    |            |      |
| Taste/Smell | 12[2] | High Jump 2.  | 17 ft |            |      |

[1] Cond. -6 from 'Bad Sight (Nearsighted)' when item is more than 1 yard away

[2] Cond. +4 from 'Discriminatory Smell' when it involves Smell

| ı | HP | ) |  | 0 | Н | Ρ |  | -1 | ×ŀ | łΡ |  | -2 | ×ŀ | łΡ |  | -3 | ×ŀ | łΡ |  | -4 | ×ŀ | ΙP |  |
|---|----|---|--|---|---|---|--|----|----|----|--|----|----|----|--|----|----|----|--|----|----|----|--|
|   |    |   |  |   |   |   |  |    |    |    |  |    |    |    |  |    |    |    |  |    |    |    |  |
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|   |    |   |  |   |   |   |  |    |    |    |  |    |    |    |  |    |    |    |  |    |    |    |  |

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness

immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death.

| FP | 0 FP |
|----|------|
|    |      |
|    |      |

FP loss effects are cumulative with each other and any

effects suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST

loss does not effect ST-based quantities, such as HP and damage. **0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a

ortical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

| PARRY |        | PAR | RY | BLC | OCK   | DODG   | E  | OTH | IER |
|-------|--------|-----|----|-----|-------|--------|----|-----|-----|
| 9     |        |     |    | -   | 7     | 9      |    |     |     |
| DX    |        |     |    | D   | X     | None   |    |     |     |
| Loc.  | DR     | DB  | HP | #   | Loc.  | DR     | DB | HP  | #   |
| Eyes  | 0+3[1] | 0   | 3  |     | Groin | 0+3[1] | 0  | _   |     |
| Neck  | 0+3[1] | 0   | _  |     | Arms  | 0+3[1] | 0  | 12  |     |
| Skull | 2+3[1] | 0   | _  |     | Hands | 0+3[1] | 0  | 8   |     |
| Face  | 0+3[1] | 0   | _  |     | Legs  | 0+3[1] | 0  | 12  |     |
| Torso | 0+3[1] | 0   | _  |     | Feet  | 0+3[1] | 0  | 8   |     |

[1] +3 from 'Damage Resistance'

|        | ENCL     | JMBRANG | E TABLE |        |         |
|--------|----------|---------|---------|--------|---------|
| Name   | « None » | Light   | Med     | Hvy    | X-Hvy   |
| Basic  | 106 lb   | 212 lb  | 318 lb  | 636 lb | 1060 lb |
| Ground | 6 yd     | 4 yd    | 3 yd    | 2 yd   | 1 yd    |
|        | 12 yd    | 9 yd    | 7 yd    | 4 yd   | 2 yd    |
| Water  | 1 yd     | 1 yd    | 1 yd    | 1 yd   | 1 yd    |
| Jump   | 12 yd    | 9 yd    | 7 yd    | 4 yd   | 2 yd    |
| Dodge  | 9        | 8       | 7       | 6      | 5       |

|                    | LIFTING FEATS       |                     |                                 |                     |          |  |  |  |  |
|--------------------|---------------------|---------------------|---------------------------------|---------------------|----------|--|--|--|--|
|                    | 1-Hand              | 2-Hand              | Shove /                         | Carry on            | Shift    |  |  |  |  |
| Name               | Lift <sup>[1]</sup> | Lift <sup>[2]</sup> | Over <sup>[3]</sup>             | Back <sup>[4]</sup> | Slightly |  |  |  |  |
| Basic              | 212 lb              | 848 lb              | 1272 lb                         | 1590 lb             | 2.65 tn  |  |  |  |  |
| [1] Takes 2 second |                     |                     | [3] Double with a running start |                     |          |  |  |  |  |
| [2] Takes 4 second | ds to complete      | [-                  | 4] Lose 1 FP/sed                | c while over X-F    | Ivy enc. |  |  |  |  |

|       | JUMP TABLE |            |
|-------|------------|------------|
| Mvmt. | Rest       | 1+ (w/ EM) |
| High  | 2.17 ft    | 1.44 yd    |
| Broad | 3 yd       | 6 yd       |

|       | SLAM TABLE |      |      |     |      |       |  |  |
|-------|------------|------|------|-----|------|-------|--|--|
| Mvmt. | 1          | 2    | 3–4  | 5–6 | 7–10 | 11–14 |  |  |
| Dmg.  | 1d-3       | 1d-2 | 1d-1 | 1d  | 2d   | 3d    |  |  |

| REACTION MODIFIERS                               |  |
|--|--|
| Appearance: +0                                   |  |
| Status: +0                                       |  |
| Other: +0  |  |
| Cond -2 from 'Social Stigma (Valuable Property)' |  |

|      | CULTURAL FAMILIARITIES |     |
|------|------------------------|-----|
| Name |                        | Pts |
|      |                        | [ ] |
|      |                        | [ ] |

| LANGUAGES  |  |         |     |  |  |  |
|------------|--|---------|-----|--|--|--|
| Name Spoke |  | Written | Pts |  |  |  |
|            |  |         | [ ] |  |  |  |
|            |  |         | [ ] |  |  |  |

| TEMPLATES AND META-TRAITS |        |
|---------------------------|--------|
| Name                      | Pts    |
| Domestic Animal           | [ -30] |

| ADVANTAGES  |       |
|---|-------|
| Name  | Pts   |
| Claws (Talons)  | [ 8]  |
| Damage Resistance 3 (Tough Skin, -40%)                              | [ 9]  |
| Discriminatory Smell  | [ 15] |
| Roll to memorize a scent: 4 (IQ), Roll to Smell: 16 (Taste/Smell+4) |       |
| Enhanced Move 1 (Ground)  | [ 20] |
| Peripheral Vision   | [ 15] |
| Teeth (Sharp Teeth)   | [ 1]  |
|   | [ ]   |
|   | [ ]   |
|   | [ ]   |

|      | PERKS |     |
|------|-------|-----|
| Name |       | Pts |
|      |       | [ ] |
|      |       | [ ] |
|      |       | Î Î |

| DISADVANTAGES               |        |
|-----------------------------|--------|
| Name                        | Pts    |
| Bad Sight (Nearsighted)     | [ -25] |
| Bad Temper (12 or less, *1) | [ -10] |
| Low Empathy                 | [ -20] |
| No Fine Manipulators        | [ -30] |
|                             | [ ]    |
|                             | [ ]    |
|                             | [ ]    |

|      | QUIRKS |     |
|------|--------|-----|
| Name |        | Pts |
|      |        | [ ] |
|      |        | [ ] |
|      |        | r i |

|   | POINTS SUMMARY                                | Pts   |
|---|---|-------|
|   | Basic Attributes, Secondary Characteristics [ | 43]   |
| l | Advantages, Perks [                           | 68]   |
| l | Disadvantages, Quirks [                       | -115] |
|   | Skills, Techniques [                          | 11]   |
|   | Total Points Spent:                           | 7     |
|   | Unspent Points:                               | 0     |

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| SKILLS  |       |          |      |
|---|-------|----------|------|
| Name  | Level | Relative | Pts  |
| Mount   | 12    | DX+0     | [ 2] |
| Running   | 12    | HT+2     | [ 8] |
| Tracking  | 11    | Per-1    | [ 1] |
| Cond. +4 from 'Discriminatory Smell' when scent is a factor |       |          |      |
|   |       |          | [ ]  |
|   |       |          | [ ]  |
|   |       |          | [ ]  |
|   |       |          | [ ]  |
|   |       |          | [ ]  |
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|      | TECHNIQUES |       |          |     |
|------|------------|-------|----------|-----|
| Name |            | Level | Relative | Pts |
|      |            |       |          | [ ] |
|      |            |       |          | [ ] |
|      |            |       |          | [ ] |
|      |            |       |          | [ ] |
|      |            |       |          | [ ] |
|      |            |       |          | [ ] |

| SCRATCH PAD  |  |
|--|--|
| - Controll Ab  |  |
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|       | MELEE ATTACK | S     |              |       |    |       |
|-------|--------------|-------|--------------|-------|----|-------|
| Name  | Skill        | Parry | Damage       | Reach | ST | Notes |
| Bite  | 12           |       | 2d cut       | C,1-2 | _  |       |
| Kick  | 10           | -     | 2d+1 cut/imp | C,1-3 | _  |       |
| Punch | 12           | 9     | 2d cut/imp   | C,1-2 | _  |       |
|       |              |       |              |       |    |       |
|       |              |       |              |       |    |       |
|       |              |       |              |       |    |       |

| RANGED ATTACKS |        |           |     |       |    |      |     |       |
|----------------|--------|-----------|-----|-------|----|------|-----|-------|
| Name Skil      | Damage | Acc Range | RoF | Shots | ST | Bulk | Rcl | Notes |
|                |        |           |     |       |    |      |     |       |
|                |        |           |     |       |    |      |     |       |
|                |        |           |     |       |    |      |     |       |

| SIZE AND SPEED/RANGE TABLE                     |      |         |         |      |         |  |  |  |
|--|------|---------|---------|------|---------|--|--|--|
| Spd/Rng  | Size | Measure | Spd/Rng | Size | Measure |  |  |  |
| 0  | -11  | 1 in    | -5      | +5   | 15 yd   |  |  |  |
| 0  | -10  | 1.5 in  | -6      | +6   | 20 yd   |  |  |  |
| 0  | -9   | 2 in    | -7      | +7   | 30 yd   |  |  |  |
| 0  | -8   | 3 in    | -8      | +8   | 50 yd   |  |  |  |
| 0  | -7   | 5 in    | -9      | +9   | 70 yd   |  |  |  |
| 0  | -6   | 8 in    | -10     | +10  | 100 yd  |  |  |  |
| 0  | -5   | 1 ft    | -11     | +11  | 150 yd  |  |  |  |
| 0  | -4   | 1.5 ft  | -12     | +12  | 200 yd  |  |  |  |
| 0  | -3   | 2 ft    | -13     | +13  | 300 yd  |  |  |  |
| 0  | -2   | 1 yd    | -14     | +14  | 500 yd  |  |  |  |
| 0  | -1   | 1.5 yd  | -15     | +15  | 700 yd  |  |  |  |
| 0  | 0    | 2 yd    | -16     | +16  | 1000 yd |  |  |  |
| -1   | +1   | 3 yd    | -17     | +17  | 1500 yd |  |  |  |
| -2   | +2   | 5 yd    | -18     | +18  | 1.14 mi |  |  |  |
| -3   | +3   | 7 yd    | -19     | +19  | 1.7 mi  |  |  |  |
| -4   | +4   | 10 yd   | -20     | +20  | 2.84 mi |  |  |  |
| See also: Size and Speed/Range Table, p. B550. |      |         |         |      |         |  |  |  |

| HUMANOID HIT LOCATION TABLE |                        |             |      |                                 |      |  |  |  |
|-----------------------------|------------------------|-------------|------|---------------------------------|------|--|--|--|
| Roll                        | Location               | Mod.        | Roll | Location                        | Mod. |  |  |  |
| 3–4                         | Skull                  | -7(f)/-5(b) | _    | Vitals <sup>[2]</sup>           | -3   |  |  |  |
| 5                           | Face                   | -5(f)/-7(b) | _    | Eye <sup>[3]</sup>              | -9   |  |  |  |
| 6–7                         | Right Leg              | -2          | _    | Ear                             | -7   |  |  |  |
| 8                           | Right Arm              | -2          | _    | Nose                            | -7   |  |  |  |
| 9–10                        | Chest <sup>[1]</sup>   | _           | _    | Jaw                             | -6   |  |  |  |
| 11                          | Abdomen <sup>[1]</sup> | -1          | _    | Spine <sup>[4]</sup>            | -8   |  |  |  |
| 12                          | Left Arm               | -2          | _    | Limb Vein/Artery <sup>[5]</sup> | -5   |  |  |  |
| 13–14                       | Left Leg               | -2          | _    | Neck Vein/Artery <sup>[5]</sup> | -8   |  |  |  |
| 15                          | Hand                   | -4          | _    | Arm/Leg Joint <sup>[6]</sup>    | -5   |  |  |  |
| 16                          | Foot                   | -4          | _    | Hand/Foot Joint[6]              | -7   |  |  |  |
| 17–18                       | Neck                   | -5          | _    | Groin                           | -3   |  |  |  |

17–18 Neck -5 - Groin -3

[1] If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead [2] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks [3] Only targetable by impaling, piercing, and tight-beam burning attacks [4] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks [6] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tig

| HUMANOID ARMOR GAPS TABLE  |              |     |              |           |             |  |  |  |  |
|--|--------------|-----|--------------|-----------|-------------|--|--|--|--|
| Gap  | Gap Location |     | Gap          | Location  | Mod.        |  |  |  |  |
| Armpit <sup>[1]</sup>  | Vitals       | -8  | Inside Elbow | Arm Joint | -8          |  |  |  |  |
| Back of Knee Leg Joint   |              | -8  | Neck         | Neck      | -8          |  |  |  |  |
| Eyes   | Eyes         | -10 | Open Palm    | Hand      | -6(u)/-8(a) |  |  |  |  |
| Groin  | Groin        | -3  |              |           |             |  |  |  |  |
| [1] Only targetable by impaling attacks; critical hit cripples arm |              |     |              |           |             |  |  |  |  |
| See also: Harsh Realism – Armor Gaps, p. LT101.                    |              |     |              |           |             |  |  |  |  |

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