

## Elriss

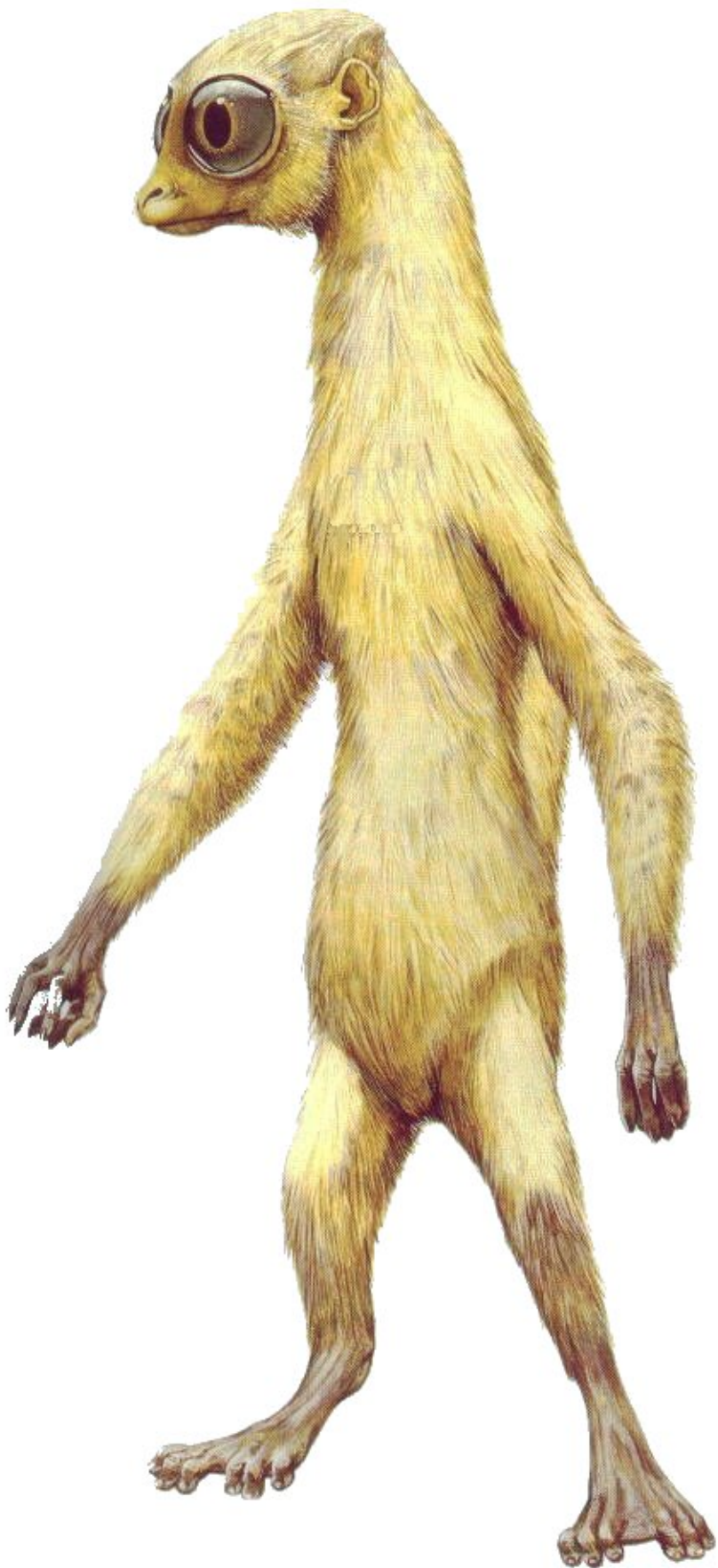
You've been in the city of Cynosure for almost a year, ever since your home dimension phased into sync and your people began exploring it. You are a curious and impulsive young Ooshoo with knowledge of electronics and security systems, a talent for being sneaky, and an amazing ability to quickly regenerate injury. This has allowed you to occasionally earn a living as a thief.

Like all Ooshoo, you can morph into a much tougher form (an Alzabo), with heightened ability for combat and tracking at the cost of some agility and being able to speak.

Three months ago, a small Thieves' Guild in The Pit tried to strong-arm you into giving them a cut of your profits. Instead, you paid GrimJack to have a little "talk" with the Guild leader. GrimJack made the visit (and the leader hasn't been seen since), but he only took half of your payment, because "some people just really need a few broken ribs." You owe him one.

Around Munden's you've really hit it off with Tex, a robot you do maintenance for at a friendly discount. You also sometimes share a bottle of Old Piss with Thoresh or Tekta.

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, use **Guns** to shoot them with your Street Sweeper SMG
- To hurt people close up, use **Brawling** if you'd rather not shoot them
- To influence people, use **Streetwise** (for criminal types) or **Fast-Talk** (for anyone)
- Other notable traits: **Escape** (for handcuffs/ropes), **Fast Draw**, **First Aid**
- *Questions about anything else on your character sheet? Just ask!*



Name:

Description:

ST	<input type="text"/>	HP	<input type="text"/>
DX	<input type="text"/>	Will	<input type="text"/>
IQ	<input type="text"/>	Per	<input type="text"/>
HT	<input type="text"/>	FP	<input type="text"/>

Damage	Resistance
Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Advantages	Disadvantages
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Move:	Speed:	
Dodge:	Parry:	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry

Skills			
Name	Level	Name	Level

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions



Name: **Elriss**  
 Race: **Ooshoo**  
 Appearance: **Occasional burglar, seeker of odd jobs.**

Player:  
 Ht: **5' 5"** Wt: **110 lbs.** Age: **28** Spent: **250**  
 Unspent: **0**

**CHARACTER SHEET**

<b>ST</b> 11 [ 10]	<b>HP</b> 11 [ 0]	<b>Basic Speed</b> 6.25 [ 0]
<b>DX</b> 15* [ 100]	<b>Will</b> 12 [ -5]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 13 [ 60]	<b>Per</b> 13 [ 0]	<b>BL</b> 24 lb (STxST)/5
<b>HT</b> 10 [ 0]	<b>FP</b> 10 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1

\* Conditional: +3 from 'Flexibility' when ignoring penalties for working in close quarters

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 10
Hearing 13	Fright Check 12	High Jump 2.17 ft
Touch 13	Consciousness 10	Broad Jump 3 yd

**HP** 3, 0, -11, -22, -33, -44, -55 **FP** 3, 0, -10

PARRY	PARRY	BLOCK	DODGE	OTHER
10		8	9	
Brawling		DX	None	

<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 8 HP: 0	<b>Loc.</b> <b>HP</b> <b>#</b> Eyes        2        _____ Neck        -        _____ Skull        -        _____ Face        -        _____ Torso        -        _____ Groin        -        _____ Arms        6        _____ Hands       4        _____ Legs        6        _____ Feet        4        _____ <b>Bonus DR:</b> 0 <b>Bonus DB:</b> 0 <b>Notes:</b>
<b>Neck</b> DR: 6 HP: 0	<b>Face</b> DR: 6 HP: 0	
<b>Torso</b> DR: 6 HP: 0	<b>Arms</b> DR: 6 HP: 0	
	<b>Hands</b> DR: 6 HP: 0	
	<b>Groin</b> DR: 6 HP: 0	
	<b>Legs</b> DR: 6 HP: 0	
	<b>Feet</b> DR: 6 HP: 0	

**ADVANTAGES**

Name	Pts
Alternate Form (Alzabo) {p. B83}	[ 15]
Flexibility {p. B56}	[ 5]
Regeneration (Fast: 1HP/Min) {p. B80, P70}	[ 50]

**DISADVANTAGES**

Name	Pts
Curious (12 or less) {p. B129}	[ -5]
Impulsiveness (12 or less) {p. B139}	[ -10]

**SKILLS**

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	10	IQ-3	[ 1]
Brawling {p. B182}	15	DX+0	[ 1]
Parry: 10			
Climbing {p. B183}	17*	DX+2	[ 1]
Computer Operation/TL9 {p. B184}	13	IQ+0	[ 1]
Diplomacy {p. B187}	12	IQ-1	[ 2]
Electronics Operation/TL9 (Communications) {p. B189}	12	IQ-1	[ 1]
Electronics Operation/TL9 (Security) {p. B189}	12	IQ-1	[ 1]
Electronics Repair/TL9 (Computers) {p. B190}	13	IQ+0	[ 2]
Electronics Repair/TL9 (Security) {p. B190}	13	IQ+0	[ 2]
Escape {p. B192}	16*	DX+1	[ 1]
Fast-Draw (SMG) {p. B194}	15	DX+0	[ 1]
First Aid/TL9 (Cynosure) {p. B195}	13	IQ+0	[ 1]
Guns/TL9 (Submachine Gun) {p. B198}	15	DX+0	[ 1]
Lockpicking/TL9 {p. B206}	14	IQ+1	[ 4]
Mechanic/TL9 (Robot) {p. B207}	14	IQ+1	[ 4]
Research/TL9 {p. B217}	13	IQ+0	[ 2]
Stealth {p. B222}	14	DX-1	[ 1]
Streetwise {p. B223}	12	IQ-1	[ 1]
Throwing {p. B226}	14	DX-1	[ 1]
Tracking {p. B226}	12	Per-1	[ 1]

\* Includes: +3 from 'Flexibility'

**MELEE ATTACKS**

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	10	1d-2 cr	C	-	-	
Brawling: Bite	15	-	1d-2 cr	C	-	-	
Brawling: Kick	13	-	1d-1 cr	C,1	-	-	

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Street Sweeper SMG	15	3d pi	3	200 yd / 1.14 mi	15	30(3)	7+	-3	3	2	

**ST "1+":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Monoweave (Subdermal; TL9) <small>Location: face, full suit, skull</small>	2000	4 lb
1	Street Sweeper SMG (TL8) <small>Description: TL:8 LC:2 Damage:4d+1 pi- Acc:3 Range:200/2000 RoF:15 Shots:20+1(3) ST:7† Bulk:-3 Rcl:2 Skill:Guns (Submachine Gun)</small>	800	3.9 lb

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 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

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt. Dmg.	1-2	3-4	5-7
	1d-3	1d-2	1d-1

JUMP TABLE						
Mvmt. High Broad	Rest	1	2	3	4	5+
	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

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

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
\*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	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			

\* Only targetable by impaling attacks; critical hit cripples arm  
See also: *Harsh Realism - Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		165
Advantages, Perks		70
Disadvantages, Quirks		-15
Skills, Techniques		30
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>0</b>