

## Thoresh

You've been in the city of Cynosure for three years, ever since a magical research mishap teleported and stranded you here. Magic doesn't work everywhere in the city, but luckily you are a Myzaleet -- you have pincers and a poisonous tail stinger to defend yourself with when you can't use magic.

You hire out your services as a mage around The Pit while researching a way to teleport yourself home, mostly healing and machinery repair.

Shortly after you arrived in the city, you found yourself in a dimension of no magic while out exploring. A gang of thugs was accosting you and rummaging through your meager belongings when GrimJack happened upon the scene. He taught them the error of their ways, and you followed him back to the safety of The Pit. You owe him one.

Around Munden's you've really hit it off with Zarfaseti, a Plazmite denizen of The Pit who shares your taste for the drink Sweet Meat. You're also on friendly terms with Tex (a robot mercenary) and Sartanul (a laser-wielding Trit).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, cast **Explosive Fireball, Fireball, or Lightning**
- To hurt people close up, use **Brawling** with your pincers or poisonous tail stinger
- To heal people, cast **Lend Energy, Lend Vitality, Major Healing, or Minor Healing**
- To influence people, use **Diplomacy** to cajole them
- Other notable traits: **Computer Hacking, First Aid, Lockpicking, Physician, Powerstone**
- *Questions about anything else on your character sheet? Just ask!*

Note: The original character packet included the complete text of all 35 spells the character knows -- removed for copyright reasons.



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

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: Thoresh  
 Race: Myzaleet  
 Appearance: Mage and healer.

Player:   
 Ht: 8' Wt: 225 lbs. Age: 24 Spent: 250  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	<b>Basic Speed</b> 5.75 [ 0 ]
<b>DX</b> 13 [ 60 ]	<b>Will</b> 14 [ 0 ]	<b>Basic Move</b> 5 [ 0 ]
<b>IQ</b> 14 [ 80 ]	<b>Per</b> 12 [ -10 ]	<b>BL</b> 20 lb (STxST)/5
<b>HT</b> 10 [ 0 ]	<b>FP</b> 12 [ 6 ]	<b>Thr</b> 1d-2 <b>Sw</b> 1d

<b>TL</b> 9 [ 0 ]	<b>SM</b> +0
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Vision 12	Taste/Smell 12	Death Check 10
Hearing 12	Fright Check 14	High Jump 1.67 ft
Touch 12	Consciousness 10	Broad Jump 2.33 yd

**HP** 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -12

<b>PARRY</b> 10 Brawling	<b>PARRY</b>	<b>BLOCK</b> 7 DX	<b>DODGE</b> 8 None	<b>OTHER</b>
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<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 2 HP: 0	<b>Loc.</b>	<b>HP</b>	<b>#</b>
<b>Neck</b> DR: 0 HP: 0	<b>Face</b> DR: 0 HP: 0	Eyes	2	
<b>Torso</b> DR: 8 HP: 0	<b>Arms</b> DR: 8 HP: 0	Neck	-	
	<b>Hands</b> DR: 0 HP: 0	Skull	-	
	<b>Groin</b> DR: 0 HP: 0	Face	-	
	<b>Legs</b> DR: 8 HP: 0	Torso	-	
	<b>Feet</b> DR: 0 HP: 0	Groin	-	
		Arms	6	
		Hands	4	
		Legs	6	
		Feet	4	

**Bonus DR: 0**  
**Bonus DB: 0**  
**Notes:**

**ADVANTAGES**

Name	Pts
Claws (Long Talons) {p. B42}	[ 11 ]
Impaling Attack 1 (Poisonous Stinger [HT vs. 1d/turn for 1d turns]; Melee Attack: Reach C,1) {p. B61}	[ 7 ]
Magery 3 {p. B66}	[ 30 ]
Magery 0 {p. B66}	[ 5 ]

**DISADVANTAGES**

Name	Pts
Horizontal {p. B138}	[ -10 ]
No Legs (Slithers) {p. B145}	[ 0 ]
Overconfidence (12 or less) {p. B148}	[ -5 ]

**SKILLS**

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	13	IQ-1	[ 4 ]
Brawling {p. B182}	15	DX+2	[ 4 ]
Parry: 10			
Climbing {p. B183}	12	DX-1	[ 1 ]
Computer Hacking/TL9 {p. B184}	14	IQ+0	[ 8 ]
Computer Operation/TL9 {p. B184}	14	IQ+0	[ 1 ]
Computer Programming/TL9 {p. B184}	12	IQ-2	[ 1 ]
Diplomacy {p. B187}	14	IQ+0	[ 4 ]
First Aid/TL9 (Cynosure) {p. B195}	15*	IQ+1	[ 1 ]
Innate Attack (Projectile) {p. B201}	15	DX+2	[ 4 ]
Parry: 10			
Lockpicking/TL9 {p. B206}	13	IQ-1	[ 1 ]
Mechanic/TL9 (Cynosure) {p. B207}	13	IQ-1	[ 1 ]
Physician/TL9 (Cynosure) {p. B213}	15	IQ+1	[ 8 ]
Stealth {p. B222}	13	DX+0	[ 2 ]
Throwing {p. B226}	12	DX-1	[ 1 ]

\* Conditional: +1 from 'First Aid Kit (Organic)', +1 from 'First Aid Kit (Robotic)'

**MELEE ATTACKS**

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	15	10	1d-1 cut/imp	C	-	-	
Brawling: Kick Skill used: Brawling-2	13	-	1d cut/imp	C,1	-	-	
Impaling Attack (Poisonous Stinger [HT vs. 1d/turn for 1d turns]): attack Skill used: Brawling	15	10	1d imp	C,1	-	-	

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Explosive Fireball Skill used: Innate Attack (Projectile)	15	~1d burn ex	1	25 yd / 50 yd	-	-	-	-	-	-	~2-6en
Fireball Skill used: Innate Attack (Projectile)	15	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	~1-3en
Lightning Skill used: Innate Attack (Projectile)-2	13	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en

EQUIPMENT			
Qty	Item	Cost	Weight
1	First Aid Kit (Organic; TLVar.) Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	First Aid Kit (Robotic; TLVar.) Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Myzaleet Scales (TL9) Location: limbs, torso	2000	4 lb
1	Powerstone (Energy 6)	790	-

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs	

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	8	7	6	5	4

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 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.	1-2	3-5	6	
Dmg.	1d-3	1d-2	1d-1	

JUMP TABLE					
Mvmt.	Rest	1	2	3	4+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 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		136
Advantages, Perks		53
Disadvantages, Quirks		-15
Skills, Techniques		41
Spells		35
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>0</b>

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Analyze Magic	15	Inform./R-spell	1 hr.	Instant	8	Kn	M102, B249
Apportation	15	Reg./R-Will	1 sec.	1 min.	Varies	Mo	M142, B251
Breathe Water	15	Regular	1 sec.	1 min.	4/2	Wa, Ai	M189, B243
Continual Light	15	Regular	1 sec.	Varies	Varies	LD	M110, B249
Counterspell	15	Regular/R-spell	5 sec.	Instant	Varies	MS	M121, B250
Create Air	15	Area	1 sec.	5 sec.#	1	Ai	M23, B243
Create Fire	15	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Create Water	15	Regular	1 sec.	Perm.	2/gal.	Wa	M184, B253
Deflect Missile	15	Blocking	1 sec.	Instant	1	Mo, PW	M143, B251
Destroy Water	15	Area	1 sec.	Perm.	3/S	Wa	M185, B253
Detect Magic	15	Regular	5 sec.	Instant	2	Kn	M101, B249
Dispel Magic	15	Area/R-spell	sec.=cost	Perm.	3	MS	M126, B250
Explosive Fireball	15	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	M75, B247
Fireball	15	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	M74, B247
Hide Thoughts	15	Regular	1 sec.	10 min.	3/1	CE	M46, B245
Identify Spell	15	Information	1 sec.	Instant	2	Kn	M102, B249
Ignite Fire	15	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Lend Energy	15	Regular	1 sec.	Perm.	Varies	He	M89, B248
Lend Vitality	15	Regular	1 sec.	1 hr.	1 per HP loaned	He	M89, B248
Light	15	Regular	1 sec.	1 min.	1/1	LD	M110, B249
Lightning	15	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	M196, B244
Locksmith	15	Regular	1 sec.	1 min.	2/2	Mo	M143
Machine Control/TL9	15	Regular	1 sec.	1 min.	6/3	Te	M176
Major Healing	14	Regular	1 sec.	Perm.	1 to 4	He	M91, B248
Minor Healing	15	Regular	1 sec.	Perm.	1 to 3	He	M91, B248
Purify Air	15	Area	1 sec.	Instant	1	Ai	M23, B243
Purify Water	15	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	M184, B253
Recover Energy	15	Special	Special	Special	none	He	M89, B248
Reveal Function/TL9	15	Information/R-spell	10 min.	Instant	8	Te	M176
Seek Machine/TL9	15	Information	10 sec.	Instant	3	Te	M175
Seek Water	15	Information	1 sec.	Instant	2	Wa	M184, B253
Seeker	15	Information	1 sec.	Instant	3	Kn	M105, B249
Sense Emotion	15	Regular	1 sec.	Instant	2	CE	M45, B245
Sense Foes	15	Inform./Area	1 sec.	Instant	2#	CE	M44, B245
Shape Fire	15	Area	1 sec.	1 min.	2/H	Fi	M72, B246