

Kaldun

You've been in the city of Cynosure for about 8 years now, ever since you and three other members of your patrol were swept up by a snowball dimension and stranded in the city. You were soldiers and stuck together at first, but eventually it became clear your home dimension wouldn't be returning anytime soon and you slowly began building a new life in Cynosure.

To survive, you hire yourself out from The Pit as a bodyguard. You have never yet lost a client, and have a reputation for being fair and honorable, so you often have more job offers than you can handle.

Two years ago, you killed an assassin attacking your client. A week later, six of his thugs ambushed you. You were the last being standing -- but only barely. Badly wounded and in an unfamiliar area of the city (The Pit), you passed out in front of Munden's Bar. When the bartender, Gordon, asked GrimJack what he should do with you, GrimJack told him to put you in an empty booth and call Iffri. He let you recuperate at Munden's for a few days until you were able to walk on your own, and since then you've become a regular. You owe him one.

Around Munden's you've really hit it off with Tekta, a Nissifer mercenary with whom you spend a lot of time discussing the finer points of hand-to-hand combat. You're also on friendly terms with Tex (a robot merc) and Iffri (the Estalli psi who healed you).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, use **Bow** to shoot them with your composite longbow
- To hurt people close up, use **Karate** or **Saber** if you'd rather not shoot them
- To influence people, use **Diplomacy** to cajole them
- Other notable traits: **Code of Honor, Extra Attack, Stealth**
- *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

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: Kaldun
 Race: Dirdin
 Appearance: Ex-soldier and current bodyguard.

Player: [blank]
 Ht: 6' 2" Wt: 185 lbs. Age: 42 Spent: 250
 Unspent: 0

CHARACTER SHEET

ST 14* [40]	HP 14 [0]	Basic Speed 7 [0]
DX 15 [100]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 12 [5]	BL 39 lb (STxST)/5
HT 13 [30]	FP 11 [-6]	Thr 1d+1 Sw 2d+2

* Conditional: +2 from 'Striking ST', -2 from 'Skinny' when you resist knockback

TL 9 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 13
Hearing 12	Fright Check 13*	High Jump 2.67 ft
Touch 12	Consciousness 13	Broad Jump 3.67 yd

* Includes: +2 from 'Combat Reflexes'

HP 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -11

PARRY 12* Saber	PARRY	BLOCK 11* Shield	DODGE 11* None	OTHER
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Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
Bonus DB: 2
Notes:

* Includes: +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Extra Attack 1 {p. B54}	[25]
Reputation +1 (Never lost a client; 10 or less; Small class) {p. B27}	[0]
Striking ST 2 {p. B89, P78}	[10]
Teeth (Sharp Teeth) {p. B91, P81}	[1]

DISADVANTAGES

Name	Pts
Code of Honor (Soldier's) {p. B127}	[-10]
Skinny {p. B18}	[-5]
Workaholic {p. B162}	[-5]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	11	IQ+0	[8]
Bow {p. B182}	15	DX+0	[2]
Climbing {p. B183}	14	DX-1	[1]
Diplomacy {p. B187}	11	IQ+0	[4]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[1]
First Aid/TL9 (Cynosure) {p. B195}	12	IQ+1	[2]
Karate {p. B203}	15	DX+0	[4]
Parry: 11			
Knife {p. B208}	15	DX+0	[1]
Parry: 10			
Saber {p. B208}	16	DX+1	[4]
Parry: 12			
Shield {p. B220}	15	DX+0	[1]
Block: 11			
Stealth {p. B222}	14	DX-1	[1]
Thrown Weapon (Knife) {p. B226}	11	DX-4	[0]

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	-	1d cut	C	-	-	
Karate: Punch	15	11	1d+1 cr	C	-	-	
Karate: Kick	13	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Force Shield: Bash	11	-	1d+1 cr	1	-	3	[3,5]
Force Shield: Rush	11	-	slam+3 cr	1	-	3	[3,5]
Large Knife: Swing	15	10	2d cut	C, 1	6	4	
Large Knife: Thrust	15	10	1d+1 imp	C	6	4	[1]
Saber: Swing	16	12F	2d+3 cut	1	8	4	
Saber: Thrust	16	12F	1d+4 imp	1	8	4	

Parry "F": The weapon is a fencing weapon (see: Fencing Weapons, p. B404).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Composite Bow (ST 14): Barbed-head <i>Skill used: Bow</i>	15	2d+1 (2) imp	3	336 yd / 420 yd	1	1(2)	10†	-7	-	4	[3]
Large Knife: Thrown <i>Skill used: Thrown Weapon (Knife)</i>	11	1d+1 imp	-	13 yd / 24 yd	1	T(1)	6	-2	-	4	

ST "†": 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.

Shots "T": The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Composite Bow (ST 14; TL1; Compound; Fine Quality) Description: TL:1 LC:4, [Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3]	7200	4 lb
1	Dirdin Armor (TL9) Location: limbs, torso	1200	4 lb
1	Force Shield (TL^) Description: TL:~ LC:3 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:100 HP:-- Skill:Shield (Force) Notes: [3,5] Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. Worn on the wrist, leaving the hand free. DR is hardened (treat as Hardened enhancement, p. B47).	1500	8 oz
1	Large Knife (TL0) Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3] Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78)., [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl- Skill:Thrown Weapon (Knife), DX-4]	40	1 lb
1	Saber (TL4; Very Fine Quality) Description: TL:4 LC:4, [Dam:sw-1 cut Reach:1 Parry:0F ST:8 Skill:Saber, DX-5, Broadsword-4, Main-Gauche-3, Rapier-3, Shortsword-4, Smallsword-3], [Dam:thr+1 imp Reach:1 Parry:0F ST:8 Skill:Saber, DX-5, Broadsword-4, Main-Gauche-3, Rapier-3, Shortsword-4, Smallsword-3]	2800	2 lb

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Conditional: +1 from 'Workaholic', -1 from 'Workaholic', +1 from 'Reputation (Never lost a client)'	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 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	4-7	8
Dmg.	1d-3	1d-2	1d-1	1d

JUMP TABLE							
Mvmt.	Rest	1	2	3	4	5	6+
High	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.56 yd	1.72 yd	1.78 yd
Broad	3.67 yd	4.33 yd	5 yd	5.67 yd	6.33 yd	7 yd	7.33 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		[189]
Advantages, Perks		[51]
Disadvantages, Quirks		[-20]
Skills, Techniques		[30]
Total Points Spent:		250
Unspent Points:		0