

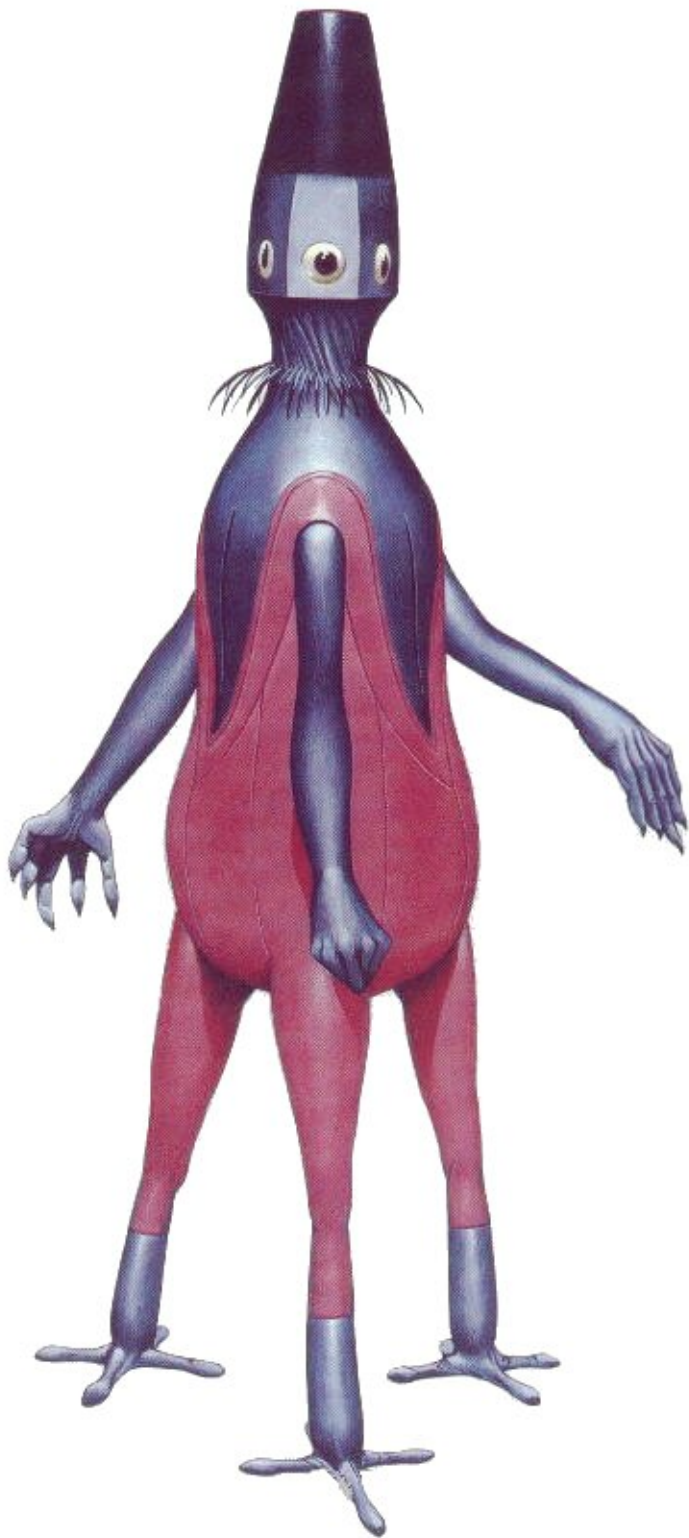
Sartanul

You've been in the city of Cynosure your entire life -- your home dimension has been in phase since you were born. Your six eyes allow you to see (and aim) in all directions at once, and your third arm gives you an edge against many of the more "crippled" races that only have two.

As a regular in Munden's and a long-time gun for hire, you have crossed paths with GrimJack on many occasions. Last year he even invited you into an escort gig -- delivering payroll to an outlying dimension -- that paid so well you didn't have to work for almost six months. You owe him one.

Around Munden's you've really hit it off with Iffri, an Estalli psi who has healed you dozens of times. You also sometimes share a bottle of Old Piss with Zarfaseti or Kaldun.

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, use **Beam Weapons** to shoot them with your Laser Pistols
- To hurt people close up, use **Wrestling** if you'd rather not shoot them
- To influence people, use **Diplomacy** to cajole them
- Other notable traits: **360° Vision, Enhanced Tracking, First Aid, Scrounging, 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
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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: Sartanul
 Race: Trit
 Appearance: Enforcer for hire.

Player:
 Ht: 5' 9" Wt: 160 lbs. Age: 35

Spent: 250
 Unspent: 0

CHARACTER SHEET

ST 13 [30]	HP 13 [0]	Basic Speed 6.5 [0]
DX 14 [80]	Will 11 [0]	Basic Move 6 [0]
IQ 11 [20]	Per 13 [10]	BL 34 lb (STxST)/5
HT 12 [20]	FP 12 [0]	Thr 1d Sw 2d-1

TL 9 [0]	SM +0
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Vision 13	Taste/Smell 13	Death Check 12
Hearing 13	Fright Check 11	High Jump 2.17 ft
Touch 13	Consciousness 12	Broad Jump 3 yd

HP 4, 0, -13, -26, -39, -52, -65 FP 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
10		8	9	
DX		DX	None	

Eyes DR: 0 HP: 0	Skull DR: 2 HP: 0	Loc. HP # Eyes 2 Neck - Skull - Face - Torso - Groin - Arms 7 Hands 5 Legs 7 Feet 5 Bonus DR: 0 Bonus DB: 0 Notes:
Neck DR: 0 HP: 0	Face DR: 0 HP: 0	
Torso DR: 8 HP: 0	Arms DR: 8 HP: 0	
	Hands DR: 0 HP: 0	
	Groin DR: 0 HP: 0	
	Legs DR: 8 HP: 0	
	Feet DR: 0 HP: 0	

ADVANTAGES

Name	Pts
360° Vision {p. B34}	25
Ambidexterity {p. B39}	5
Enhanced Tracking 2 {p. B53}	10
Extra Arms 1 {p. B53, P81}	10

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	11	IQ+0	8
Beam Weapons/TL9 (Pistol) {p. B179}	16	DX+2	4
Climbing {p. B183}	14	DX+0	2
Diplomacy {p. B187}	11	IQ+0	4
Fast-Draw (Knife) {p. B194}	14	DX+0	1
Fast-Draw (Pistol) {p. B194}	15	DX+1	2
First Aid/TL9 (Cynosure) {p. B195}	12	IQ+1	2
Knife {p. B208}	15	DX+1	2
Parry: 9			
Scrounging {p. B218}	15	Per+2	4
Stealth {p. B222}	14	DX+0	2
Thrown Weapon (Knife) {p. B226}	14	DX+0	1
Wrestling {p. B228}	16	DX+2	8
Parry: 11			

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	14	-	1d-1 cr	C	-	-	
Kick <i>Skill used: DX-2</i>	12	-	1d cr	C,1	-	-	
Punch <i>Skill used: DX</i>	14	10	1d-1 cr	C	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing <i>Skill used: Knife</i>	15	9	2d-1(2) cut	C, 1	6	4	
Large Knife: Thrust <i>Skill used: Knife</i>	15	9	1d+2(2) imp	C	6	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown <i>Skill used: Thrown Weapon (Knife)</i>	14	1d+2(2) imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	
Laser Pistol <i>Skill used: Beam Weapons (Pistol)</i>	16	3d(2) burn	6	200 yd / 600 yd	10	30(3)	4	-2	1	3	

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

EQUIPMENT			
Qty	Item	Cost	Weight
1	Large Knife (TL0; Superfine) 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], [Dam:thr imp Reach:C 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]	240	1 lb
3	Laser Pistol (TL10) Per Unit - Cost: 1100, Weight: 1.5 lb Description: TL:10 LC:3 Ammo:C Damage:3d (2) burn Acc:6 Range:200/600 RoF:10 Shots:33(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol)	3300	4.5 lb
1	Trit Monoweave (TL9) Location: limbs, torso	1000	4 lb

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 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	68 lb	272 lb	408 lb	510 lb	1700 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
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	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		160
Advantages, Perks		50
Disadvantages, Quirks		0
Skills, Techniques		40
Total Points Spent:		250
Unspent Points:		0