

## Tekta

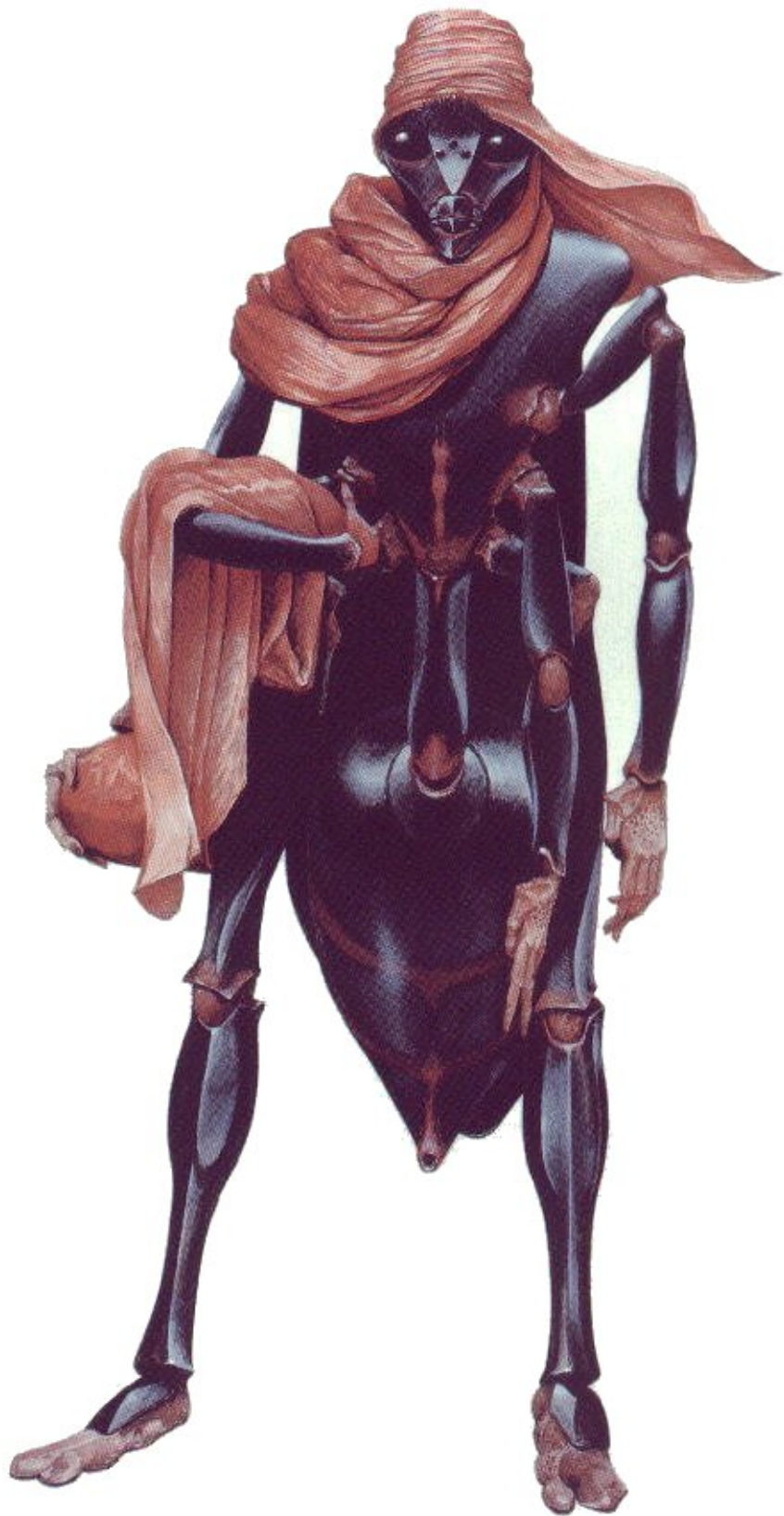
You've been in the city of Cynosure for about 3 years now, ever since finding your way here while exploring as part of your duties as a Colony Scout. Unfortunately, by the time you returned to where your home dimension had been to report your findings, it had already phased out from the city and left you stranded.

Just a few weeks after your arrival, you came upon a man named Gordon being accosted by several drugged-out thugs. They were dead before they hit the ground, earning you a round of free drinks at Munden's, the bar where Gordon works (for GrimJack, the owner). GrimJack has let you drink for free since that day -- you owe him one.

Though blood sports are technically illegal in Cynosure, there are usually enough small underground fights going on for you to make a living as a gladiator. When there aren't, you easily find work as a laborer thanks to your great strength.

Around Munden's you've really hit it off with Kaldun, a Dirdin bodyguard with whom you spend a lot of time discussing the finer points of hand-to-hand combat. You're also on friendly terms with Elriss (an Ooshoo thief) and Iffri (an Estalli psi).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people close up, use **Karate** (unarmed) or **Shortsword** (katars)
- To hurt people from afar, use **Thrown Weapon** to throw a knife at them
- To influence people, use **Streetwise** (for shady types)
- Other notable traits: **Extra Attack, First Aid, 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: Tekta  
 Race: Nissifer  
 Appearance: Gladiator, occasional laborer.

Player:   
 Ht: 6' 0" Wt: 130 lbs. Age: 17 Spent: 250  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 17 [ 70]	<b>HP</b> 14 [ -6]	<b>Basic Speed</b> 6.25 [ 0]
<b>DX</b> 14 [ 80]	<b>Will</b> 10 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 10 [ 0]	<b>Per</b> 10 [ 0]	<b>BL</b> 58 lb (STxST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d+2 <b>Sw</b> 3d-1

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 10	Taste/Smell 10	Death Check 11
Hearing 10	Fright Check 12*	High Jump 2.17 ft
Touch 10	Consciousness 11	Broad Jump 3 yd

\* Includes: +2 from 'Combat Reflexes'

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

PARRY	PARRY	BLOCK	DODGE	OTHER
12*		9*	10*	
Shortsword		DX	None	

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

\* Includes: +1 from 'Combat Reflexes'

**ADVANTAGES**

Name	Pts
Ambidexterity {p. B39}	[ 5]
Combat Reflexes {p. B43}	[ 15]
Extra Arms 2 {p. B53, P81}	[ 20]
Extra Attack 1 {p. B54}	[ 25]

**DISADVANTAGES**

Name	Pts
Disturbing Voice (mandible clicks) {p. B132}	[ -10]

**SKILLS**

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	10	IQ+0	[ 8]
Climbing {p. B183}	15	DX+1	[ 4]
First Aid/TL9 (Cynosure) {p. B195}	12	IQ+2	[ 4]
Karate {p. B203}	14	DX+0	[ 4]
Parry: 11			
Knife {p. B208}	14	DX+0	[ 1]
Parry: 10			
Shortsword {p. B209}	16	DX+2	[ 8]
Parry: 12			
Stealth {p. B222}	14	DX+0	[ 2]
Streetwise {p. B223}	12	IQ+2	[ 8]
Thrown Weapon (Knife) {p. B226}	15	DX+1	[ 2]

**MELEE ATTACKS**

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite Skill used: DX	14	-	1d+1 cr	C	-	-	
Karate: Punch Skill used: Karate	14	11	1d+2 cr	C	-	-	
Karate: Kick Skill used: Karate-2	12	-	1d+3 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Katar: Swing Skill used: Shortsword	16	12	3d cut	1	8	4	[4, 6, 12]
Large Katar: Thrust Skill used: Shortsword	16	12	1d+6 imp	1	8	4	
Large Knife: Swing Skill used: Knife	14	10	3d-1 cut	C, 1	6	4	
Large Knife: Thrust Skill used: Knife	14	10	1d+4 imp	C	6	4	[1]

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown Skill used: Thrown Weapon (Knife)	15	1d+4 imp	-	14 yd / 26 yd	1	T(1)	6	-2	-	4	

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

EQUIPMENT			
Qty	Item	Cost	Weight
2	<b>Large Katar (TL2; Very Fine Quality)</b> Per Unit - Cost: 1600, Weight: 2 lb Description: TL:2 LC:4, [Dam:sw-1 cut Reach:1 Parry:0 ST:8 Skill:Shortsword, DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, Tonfa-3 Notes: [4, 6, 12] Reduce penalty for targeting chinks in armor (p. B400) by -2., Gives the hand (only) DR. A myrmex offers DR 1 and a cestus affords DR 4; both are gloves of a sort, and mutually exclusive with other gloves. For other weapons, this indicates a metal hilt that provides DR 4, cumulative with glove DR - although the hilt is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d., Use Brawling or Karate parry if better than usual weapon parry., [Dam:thr+2 imp Reach:1 Parry:0 ST:8 Skill:Shortsword, DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, Tonfa-3]	3200	4 lb
4	<b>Large Knife (TL0; Very Fine Quality)</b> Per Unit - Cost: 160, Weight: 1 lb 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]	640	4 lb
1	<b>Nissifer Armor (TL9)</b> Location: limbs, torso	2200	4 lb

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Conditional: -2 from 'Disturbing Voice'	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	58 lb	116 lb	174 lb	348 lb	580 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	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	116 lb	464 lb	696 lb	870 lb	1.45 tn

\* 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		[ 154 ]
Advantages, Perks		[ 65 ]
Disadvantages, Quirks		[ -10 ]
Skills, Techniques		[ 41 ]
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>0</b>