

## Zarfaseti

You've been in the city of Cynosure your entire life -- twelve years ago you and a few dozen brothers and sisters hatched in the city sewers from an egg clutch laid by some unknown Plazmite and all flew your separate ways.

Since you spend most of your days hunting a dizzying array of rodents to eat, you don't have much need for money. When you do find something of value as you flit about the city you often bring it to GrimJack's bar, Munden's, one of the few places in the city that carries a spirit called Sweet Meat, a sugary combination of alcohol and meat by-products. Other patrons sometimes assume you are a beast and not a sentient being, a mistake GrimJack has frequently "corrected" for them. You owe him one.

Around Munden's you've really hit it off with Sartanul, a Trit gun-for-hire who occasionally hires you as backup. You're also on friendly terms with Iffri (an Estalli psi) and Elriss (an Ooshoo thief).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, use **Innate Attack** to shoot them with your Corrosion Attack
- To hurt people close up, use **Brawling** if you'd rather not shoot them
- To influence people, use **Intimidation** to coerce them
- Other notable traits: **Increased Consumption** (six meals a day), **Innumerate**, **Tracking**
- *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"/>

<b>Damage</b>	<b>Resistance</b>
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
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Name: Zarfaseti  
 Race: Plazmite  
 Appearance: Large sentient "firefly."

Player: Wt: 125 lbs. Age: 12 Spent: 250  
 Ht: 4' 8" Unspent: 0

### CHARACTER SHEET

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

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

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

<b>PARRY</b> 10 Brawling	<b>PARRY</b>	<b>BLOCK</b> 8 DX	<b>DODGE</b> 9 None	<b>OTHER</b>
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<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 2 HP: 0	<table border="1"> <tr> <th>Loc.</th> <th>HP</th> <th>#</th> </tr> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>—</td><td>_____</td></tr> <tr><td>Skull</td><td>—</td><td>_____</td></tr> <tr><td>Face</td><td>—</td><td>_____</td></tr> <tr><td>Torso</td><td>—</td><td>_____</td></tr> <tr><td>Groin</td><td>—</td><td>_____</td></tr> <tr><td>Arms</td><td>7</td><td>_____</td></tr> <tr><td>Hands</td><td>5</td><td>_____</td></tr> <tr><td>Legs</td><td>7</td><td>_____</td></tr> <tr><td>Feet</td><td>5</td><td>_____</td></tr> </table>	Loc.	HP	#	Eyes	2	_____	Neck	—	_____	Skull	—	_____	Face	—	_____	Torso	—	_____	Groin	—	_____	Arms	7	_____	Hands	5	_____	Legs	7	_____	Feet	5	_____
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<b>Feet</b> DR: 0 HP: 0	<b>Feet</b> DR: 0 HP: 0																																		
<b>Bonus DR: 0</b>																																			
<b>Bonus DB: 0</b>																																			
<b>Notes:</b>																																			

### ADVANTAGES

Name	Pts
Corrosion Attack 3 (Biochemical; Area Effect (2 yd); Costs Fatigue (+2)) {p. B61}	[ 42]
Flight (p. B56)	[ 40]
Impaling Attack 2 (Stinger; Melee Attack: Reach C,1) {p. B61, P53}	[ 13]

### DISADVANTAGES

Name	Pts
Increased Consumption -1 {p. B139}	[ -10]
Innumerate {p. B140}	[ -5]

### SKILLS

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	10	IQ-1	[ 4]
Brawling {p. B182}	15	DX+1	[ 2]
Innate Attack (Projectile) {p. B201}	16	DX+2	[ 4]
Intimidation {p. B202}	11	Will+0	[ 2]
Scrounging {p. B218}	12	Per+1	[ 2]
Stealth {p. B222}	14	DX+0	[ 2]
Tracking {p. B226}	12	Per+1	[ 4]

### MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Kick <i>Skill used: Brawling-2</i>	13	—	1d cr	C,1	—	—	
Impaling Attack (Stinger): attack <i>Skill used: Brawling</i>	15	10	2d imp	C,1	—	—	

### RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Corrosion Attack (Biochemical): attack <i>Skill used: Innate Attack (Projectile)-2</i>	14	3d cor (2 yd)	3	10 yd / 100 yd	1	—	—	—	1	—	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Plazmite Barding (TL9) <small>Location: limbs, torso</small>	2000	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
Air	13 yd	10 yd	7 yd	5 yd	2 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	8-11	12-15
Dmg.	1d-3	1d-2	1d-1	1d	2d

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		150
Advantages, Perks		95
Disadvantages, Quirks		-15
Skills, Techniques		20
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>0</b>