



CHARACTER SHEET

Name Farash Al Saim

Player Rodrigo

Point Total 200

Ht 1,8 m Wt 85 kg

Size Modifier 0 Age 15

Unspent Points 0

Appearance Cabelos castanhos até o pescoço e soltos, e olhos castanhos

ST	11	[10]	HP	11	[0]
DX	13	[60]	Will	10	[0]
IQ	10	[0]	Per	14	[20]
HT	12	[20]	FP	12	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 7 [0] BASIC MOVE 7 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 7	Dodge 11
Light (1) = 2 x BL 48	BM x 0.8 5	Dodge - 1 10
Medium (2) = 3 x BL 72	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 7

ADVANTAGES AND PERKS

Acute Vision 1	[2]
Ambidexterity	[5]
Combat Reflexes	[15]
Danger Sense	[15]
Extra Basic Speed (+0.75) (Affects displayed Basic Speed score)	[15]
High Pain Threshold	[10]
Night Vision 2	[2]
Stalker 1	[5]
Alcohol Tolerance	[1]

DISADVANTAGES AND QUIRKS

Alcoholism	[-15]
Code of Honor (Chivalry)	[-15]
Overconfidence (12 or less)	[-5]
Pacifism (Reluctant Killer)	[-5]
Busca por quem destruiu sua vila	[-1]
Confia apenas em suas espadas e nas areias do deserto	[-1]
Nomeia suas espadas de Lua Crescente e Noite	[-1]
Não se lembra de seus pais	[-1]
Tem pesadelos a não ser que beba	[-1]

Languages	Spoken	Written

DR 0	TL: 4 Cultural Familiarities	[0]
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PARRY	Reaction Modifiers
10 Boxing	Appearance: Status: +0 Other: +0
BLOCK 0	Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Stalker'

SKILLS

Name	Level	Relative Level
Acrobatics	13	DX+0 [4]
Area Knowledge (region)	11	IQ+1 [2]
Boxing	13	DX+0 [2]
Camouflage	14	IQ+4 [0]
Includes: +1 from 'Stalker'		
Fast-Draw (Sword)	15	DX+2 [2]
Includes: +1 from 'Combat Reflexes'		
Hiking	12	HT+0 [1]
Includes: +1 from 'Stalker'		
Navigation/TL3 (Land)	12	IQ+2 [4]
Includes: +1 from 'Stalker'		
Riding (Equines)	13	DX+0 [2]
Saber	20	DX+7 [28]
Savoir-Faire (povo de Yas)	11	IQ+1 [2]
Stealth	15	DX+2 [4]
Includes: +1 from 'Stalker'		
Survival (Desert)	15	Per+1 [4]
Tactics	10	IQ+0 [4]
Tracking	14	Per+0 [1]
Includes: +1 from 'Stalker'		
Conditional: +1 from 'Acute Vision' when vision is a factor		
Techniques		
Dual-Weapon Attack (Saber)	20	[5]



CHARACTER SHEET
Farash Al Saim

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-2 cr	C	13 (No)				
	Boxing	1d-2 cr	C	13 (10)				
	Kick	1d-1 cr	C,1	11 (No)				
2	Saber						28000	4
	swing	1d+2 cut	1	20 (14F)	8			
	thrust	1d+2 imp	1	20 (No)	8			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			
1	Leather Armor Suit	all		340	19.5

CHARACTER NOTES
Membro da tribo dos Almuatinin.

POINTS SUMMARY

Attributes/Secondary Characteristics	[110]
Advantages/Perks/TL/Languages/Cultural Familiarity	[70]
Disadvantages/Quirks	[-45]
Skills/Techniques	[65]
Other	[]