



CHARACTER SHEET

Name: Shier Pyreblade
 Race: Human
 Appearance: Tall slender graceful Leonin

Player: Niki Tiki Tambo
 Ht: 6'9" Wt: 180 lbs Age: 37
 Spent: 195
 Unspent: 5

ST 14* [40]	HP 13 [-2]	Basic Speed 6.25 [0]
DX 14 [80]	Will 13 [10]	Basic Move 7 [5]
IQ 11 [20]	Per 13 [10]	BL 39 lb (ST×ST)/5
HT 11 [10]	FP 10 [-3]	Thr 1d Sw 2d
TL 3 [0]	SM +0	

* Conditional: -2 from 'Skinny' when you resist knockback

Vision 14*	Taste/Smell 14†	Death Check
Hearing 14‡	Fright Check 2§	Broad Jump
Touch 13	Consciousness	High Jump

* Includes: +1 from 'Acute Vision' ‡ Includes: +1 from 'Acute Hearing'
 † Includes: +1 from 'Acute Taste and Smell' § Includes: +2 from 'Combat Reflexes'

HP 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -10

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	1.4 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
11*			10*	0+1†
Judo			None	Torso

* Includes: +1 from 'Combat Reflexes' † Includes: +1 from 'Damage Resistance'

REACTION MODIFIERS	
Appearance: -5*	* Includes: -5 from 'Appearance'
Status: +0	
Other: +0†	† Conditional: +2 from 'Sense of Duty (Leonin and the kingdom of Azzurram)' when "in dangerous situations if Sense of Duty is known, +1 from 'Outdoorsman'

Name	Pts
Acute Hearing 1 {p. B35}	[2]
Acute Taste and Smell 1 {p. B35}	[2]
Acute Vision 1 {p. B35}	[2]
Animal Empathy {p. B40}	[5]
Cat's Claws {p. SU43}	[6]
Accessory (Climbing Spikes; Super)	[1]
Claws (Sharp Claws; Super; Switchable) {p. B42}	[5]
Cat's Eyes {p. SU43}	[5]
Night Vision 5 (Super) {p. B71}	[5]
Catfall {p. B41}	[10]
Combat Reflexes {p. B43}	[15]
Damage Resistance 1 {p. B46}	[5]
Empathy {p. B51}	[15]
Magery 0 {p. B66}	[5]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req.	
Outdoorsman 1 {p. B90}	[10]
Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, Tracking	
Teeth (Sharp Teeth) {p. B91}	[1]

Name	Pts
Alcohol Intolerance {p. B163}	[-1]
Dislikes Humans {p. B163}	[-1]
Picky eater	[-1]

Name	Pts
Appearance (Monstrous) {p. B21}	[-20]
Code of Honor (Xia) {p. B127, MA53}	[-10]
Duty (15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Enemy (Imperial Scientists; Small group (3-5 people); 9 or less) {p. B135}	[-10]
Pacifism (Reluctant Killer) {p. B148}	[-5]
Phobia (Thalassophobia: Oceans; 12 or less) {p. B148}	[-10]
Sense of Duty (Leonin and the kingdom of Azzurram; Large Group) {p. B153}	[-10]
Skinny {p. B18}	[-5]

Name	Level	Relative	Pts
Axe/Mace	13	DX-1	[1]
Parry: 10			
Broadsword	13	DX-1	[1]
Parry: 10			
Camouflage	13*	IQ+2	[1]
Climbing	15†	DX+1	[1]
Cooking	10	IQ-1	[1]
Judo	14	DX+0	[4]
Parry: 11			
Leatherworking	14	DX+0	[1]
Naturalist (Gurth)	10*	IQ-1	[1]
Observation	12	Per-1	[1]
Riding (Windrider (Wyvern-kin))	15	DX+1	[4]
Running	10	HT-1	[1]
Spear	13	DX-1	[1]
Parry: 10			
Staff	14	DX+0	[2]
Parry: 13			
Stealth	14	DX+0	[2]
Survival (Jungle)	15*	Per+2	[4]
Survival (Mountain)	14*	Per+1	[2]
Thrown Weapon (Spear)	14	DX+0	[1]
Tracking	14*	Per+1	[2]

* Includes: +1 from 'Outdoorsman'
 † Includes: +2 from 'Accessory (Climbing Spikes)'

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[170]
Advantages, Perks	[83]
Disadvantages, Quirks	[-93]
Skills, Techniques	[31]
Spells	[4]
Total Points Spent:	195
Unspent Points:	5

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks
 For complete information, see: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Lend Energy	9	Regular	1 sec.	Perm.	Varies		B248, M89
Lend Vitality	9	Regular	1 sec.	1 hr.	1 per HP loaned		B248, M89
Major Healing	8	Regular	1 sec.	Perm.	1 to 4		B248, M91
Minor Healing	9	Regular	1 sec.	Perm.	1 to 3		B248, M91