



Name: Natalia Wieckowska
 Race: Human
 Appearance: The imouto.

Player: Jedius
 Ht: 148 Wt: 42 Age: 15
 Spent: 37
 Unspent: 0

CHARACTER SHEET

ST 7 [-30]	HP 7 [0]	Basic Speed 5 [0]
DX 11 ^[1] [20]	Will 12 [0]	Basic Move 0 [-25]
IQ 12 [40]	Per 13 [5]	BL 9.8 lb (STxST)/5
HT 9 [-10]	FP 9 [0]	Thr 1d-3 Sw 1d-2

[1] Cond. -6 from 'Lame (Paraplegic)' when using any skill which requires your legs

TL 9 [0]	SM +0
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Vision 13	Taste/Smell 13	Death Check 9
Hearing 13	Fright Check 12	High Jump -10 in
Touch 13	Consciousness 9	Broad Jump -3 ft

PARRY		PARRY		BLOCK		DODGE		OTHER	
8				6		8			
DX				DX					
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	1	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	4	—
Skull	2	0	—	—	Hands	0	0	3	—
Face	0	0	—	—	Legs	0	0	4	—
Torso	0	0	—	—	Feet	0	0	3	—

LIFTING FEATS					
Name	1-Hand Lift ^[1]	2-Hand Lift ^[2]	Shove / Over ^[3]	Carry on Back ^[4]	Shift Slightly
Basic	20 lb	78 lb	117.6 lb	147 lb	490 lb

[1] Takes 2 seconds to complete
 [2] Takes 4 seconds to complete
 [3] Double with a running start
 [4] Lose 1 FP/sec while over X-Hvy enc.

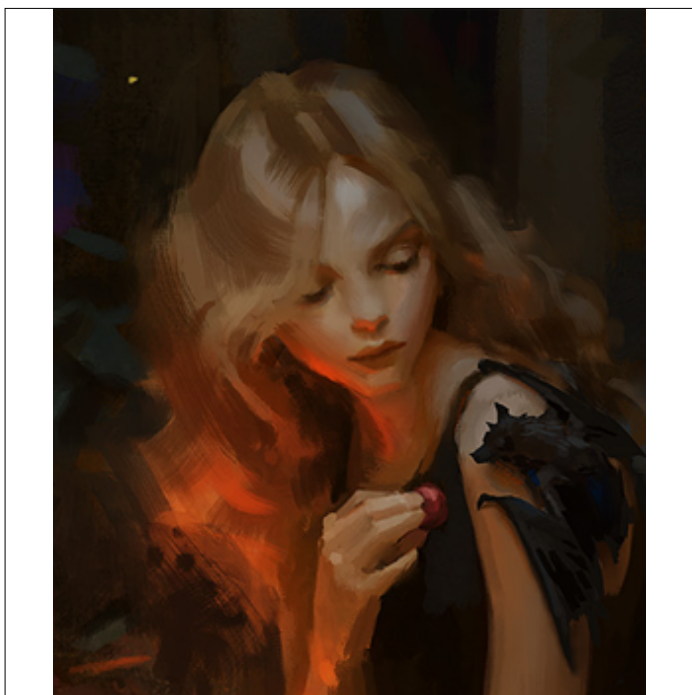
ENCUMBRANCE TABLE					
Name	None	Light	Med	Hvy	X-Hvy
Basic	9.8 lb	19.6 lb	29.4 lb	58.8 lb	98 lb
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

REACTION MODIFIERS	
Appearance: +1	+1 from 'Appearance'
Status: +0	
Other: +0	Cond. +3 from 'Pitiable' when you appear to be in a position of helplessness, weakness, or need

ADVANTAGES	
Name	Pts
Animal Empathy {p. B40}	[5]
Roll to empathize: 12 (IQ)	
Appearance (Attractive) {p. B21}	[4]
High Manual Dexterity 1 {p. B59}	[5]
Pitiable {p. B22}	[5]

DISADVANTAGES	
Name	Pts
Guilt Complex {p. B137}	[-5]
Lame (Paraplegic) {p. B141}	[-30]
Phobia (High speed) (6 or less) {p. B148}	[-10]

SKILLS			
Name	Level	Relative	Pts
Animal Handling (Cats) {p. B175}	12	IQ+0	[2]
Area Knowledge (Konglomerat Warszawsko-Lodzki) {p. B176}	13	IQ+1	[2]



SKILLS (continued)			
Name	Level	Relative	Pts
Artist (Drawing) {p. B179}	12	IQ+0	[4]
Cond. +1 from 'High Manual Dexterity' when performing DX-based tasks			
Computer Operation/TL9 {p. B184}	12	IQ+0	[1]
Connoisseur (Music) {p. B185}	12	IQ+0	[2]
Cooking {p. B185}	11	IQ-1	[1]
Current Affairs/TL9 (Popular Culture) {p. B186}	13	IQ+1	[2]
First Aid/TL9 (Human) {p. B195}	12	IQ+0	[1]
Games (Virtual Racing Games) {p. B197}	15	IQ+3	[8]
Housekeeping {p. B200}	14	IQ+2	[4]
Mimicry (Bird Calls) {p. B210}	12	IQ+0	[4]
Musical Instrument (Piano) {p. B211}	13	IQ+1	[8]
Occultism {p. B212}	11	IQ-1	[1]
Sewing/TL9 {p. B219}	15	DX+4	[12]
Cond. +1 from 'High Manual Dexterity' when performing DX-based tasks			
Sleight of Hand {p. B221}	11	DX+0	[4]
Cond. +1 from 'High Manual Dexterity' when performing DX-based tasks			
Typing {p. B228}	11	DX+0	[1]
Weather Sense {p. B209}	11	IQ-1	[1]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[5]	
Advantages, Perks	[19]	
Disadvantages, Quirks	[-45]	
Skills, Techniques	[58]	
Total Points Spent:	37	
Unspent Points:	0	

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	11	-	1d-4 cr	C	-	-	-	
Kick	9	-	1d-3 cr	C,1	-	-	-	
Punch	11	8	1d-4 cr	C	-	-	-	

SLAM TABLE	
Mvmt.	1
Dmg.	1d-3