

Common Maneuvers

- **Wait.** Specify another maneuver you will execute if you observe a trigger action. Defenses and Movement as per specified maneuver.
- Allows you to interrupt opponent actions. This often includes bracing for an enemy charge attack.
- **All-out Defense.** Move: 1 step. You forgo making an attack but get +2 to one active defense of your choice. Also, if you fail a defense roll, you may try one other means.
- **Move-and-attack.** Shield slam (E40) at full skill. Otherwise, Katar/knife skill capped at 9. Move: full.
- **Attack.** Move: One step, before or after attack. One full attack, or two rapid katar/knife strikes, at skill-6.
- **All-out Attack.** Move: Up to half. May make two attacks at full skill, one strong attack at +2 damage. **No defense allowed.**
- **Feint.** Move: 1 step. Roll a Quick Contest of your sword v. theirs. Margin of success = subtracted from one attack made next round. Can be combined in a one-round strike with All-Out Attack or Rapid Strike.

Notes.

- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge

- piercing (pi++) deals x2 against most targets (minimum 1).
- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates unconsciousness.
- May retreat one step away from the attack while attempting a dodge to receive +2.
- Once per turn, you can make an Acrobatic Dodge (E48) which may be combined with a retreat. Successful check gives extra +2 to dodge, while failure gives -2.
- Your -2 size modifier gives opponents -2 to hit you, but also gives you a -2 penalty to grapple and Intimidate checks.

THIEF Harrison "Happy" Badapple
 (Halfling male) Size mod -2
 Base Speed 7 Move 5 yards (7)
 Strength(ST) 8 Dexterity(DX) 16
 IQ 13 Health(HT) 12
 Fatigue Points 12 Will 13
 Perception 14 Observation 13 Search 14
 Hit Points 8
 Damage Reduction 0
 Armor None
 Encumbrance/Move Penalty -2
 Dodge 8 Block NA
 Parry 11 (Brawling, Katar)
 Thrust / Swing 1d -3/ 1d-2
 Reaction Mod -1 (Callous)
 Language Common.



"If a good person benefits from my actions, then I ain't done nothing wrong, see."

Treasure
 1 sp, 12 cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	17	1d-2 cr	c				
Kick	15	1d-1 cr	c, 1				
Large Katar	15	1d-1 cut 1d-3 imp	1	0	2	400	Wielding hand gains DR 4
Katar (Backstab)	15	2d cut 1d imp	1				
Long Knife	15	1d-3 imp	c, 1	0	2	120	

Ranged	#	Damage	Acc	WT	Properties	Shots
Staff Sling	16	1d pi	1		1/2D 160, Max 240	1(2)
20 lead sling bullets						

Advantages

- Proud Badapple clan member.
- Will repay insults.
- Won't think twice about killing mooks.

see you.

Backstabbing - +6
 Bonus to ST when opponent can not

Flexibility +3 bonus to Climbing/
 Escape

Halfling Marksman +2 bonus to Sling,
 Bow, Throwing and Thrown Weapon.

High Manual Dexterity -1

Bonus to knot-tying, lock picking,
 sleight of hand, and DX-based Forgery
 and Trap rolls.

Honest Face
 Bonus +1 to act innocent.

Night Vision 2
 Reduce darkness penalties by up to 2.

Perfect Balance

Keep footing on narrow ledges. +6
 v. slips. +4 v knockdown, and +1 to
 Acrobatics and Climbing.

Silence -4
 +8 v opposed checks to hear you.
 for Rapid Strike and multi-parry.

Personality Quirks

- Endorses violent means for good causes.
- Meticulous about distinguishing between the Assassins and the Thieves guild.
- "Plan for hours, kill for seconds."

Disadvantages

Bloodlust(12)
 Roll 12 or less to pass up an
 opportunity to kill.

Callous -1 to reaction. +1 to
 intimidate.

Code of Honor (Oulaw)

Avenge insults. Protect pals.

Gluttony(12)

Roll 12 or less to refuse an offer of
 food or drink.

Greed(12)

Roll 12 or less to refuse an offer of
 money.

**Sense of Duty (Adventuring
 Companions)**

You think of your adventuring party
 like a family and feel honor bound to
 protect and defend them.

Gear

Item	Location	WT	Cost
Personal basics/ clothing	Body	3	5
2xPouch	Body	.4	20

Skills

Dex-Based Skills

Acrobatics-16 Allows Dungeon
 Parkour (E20) to navigate hazards

by diving, jumping over and partner
 climb.

Brawling-17

Climbing-19 (Perfect Balance,
 Flexibility)

Escape-17 Flexibility.

Fast Draw(Knife)-16

Fast Draw(Katar)-16

Forced Entry-16

Lockpicking-19 (High Manual
 Dexterity, +1 from kit)

Main Gauche-15 Allows you to
 ignore the penalty for off-hand
 weapons and parrying w/knife.

Shortsword-15

Sling-16 Halfling Marksman

Sleight of Hand-15 High Manual
 Dexterity. Palm small objects.

Thrown Weapon(Knife)-17

Stealth-19 Weapon Bond.

Item	Location	WT	Cost
Quick Release Backpack	Body	3	300
Trap Finder Kit (+1 to skill)	B Pack	2	250
Cord- 10 yards	Body	5	50
Good lockpicks (+1 to skill)	B Pack	.5	250
Elven Rations, 12 meals	Pouch	2	60

IQ-Based Skills

Fast Talk-13 Tell compelling lies.

Gambling-12 Games of chance.

Gesture-13 Communicate w/hands

Holdout-13 Conceal item from search
 attempt.

Poisons-11 Handling, application,
 identification.

Shadowing-12 Follow target in crowd.
 Smuggling-13 Conceal contraband in
 non-personal storage.

Streetwise-13 Criminal dealings and
 operations.

Other Skills

Carousing-12 Gain info at parties.

Lip Reading-13

Observation-13

Search-14

Scouting-11

Urban Survival-16 Find shelter, locate
 paths in sewers, rooftops.

Traps

Detect-17, Set-14, Disarm-19

Speed-Range-Size Modifier

Mod	Linear	Mod	Linear
		-8	50
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		