

## 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, falchion/sai skill capped at 9. Move: full.
- **Attack.** Move: One step, before or after attack. One full attack, or two rapid falchion/saistrikes, 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 -1 size modifier gives opponents -1 to hit you, but also gives you a -1 penalty to grapple and Intimidate checks.

## THIEF Puddin' Noddington

(Gnome female) Size mod -1

Base Speed 6 Move 4 yards (6)

Strength(ST) 11 Dexterity(DX) 15

IQ 13 Health(HT) 11

Fatigue Points 11 Will 13

Perception 14 Observation 9 Search 14

Hit Points 11

Damage Reduction 3/1 (crushing)

Armor Lt. Mail + Tinted Goggles (DR1 eyes, -5 vision, +5 v dazzling)

Encumbrance/Move Penalty -2

Dodge 9 Block NA

Parry 11 (Falchion)

Thrust / Swing 1d -1/ 1d+1

Reaction Mod 0

Language Common.



*"Plump? I eat well because I'm good at my job as a master locksmith."*

### Treasure

1 sp, 12 cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	16	1d-2 cr	c				
Kick	14	1d-1 cr	c, 1				
Sm. Falchion	16	1d+2 cut 1d-3 imp	1	0	2	400	Wielding hand gains DR 4
Sai	14	1d-1 imp	1	0			

Ranged	#	Damage	Acc	WT	Properties	Shots
Pistol Crossbowsx2	16	1d+3 imp	1		1/2D 225, Max 300	1(20)

Carries 2 in slings.

## Advantages

Flexibility +3 bonus to Climbing/  
Escape

- Prefers "Master locksmith" to "thief"
- Keeps bourgeois origins a secret
- Plump? I eat well because I'm good at my job. Will repay insults.
- Tries to hide per post combat shakes

Gizmos - 1  
Pull items out of thin air. Once per session get:

1. An item you own but didn't carry
2. Or a non-magical consumable item suitable to a thief
3. Or a minor implement anyone might have.

## High Manual Dexterity - 2

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 5

Reduce darkness penalties by up to 5.

## Perfect Balance

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

## Resist Poison 5

+5 v non-magical poisons.

## Widget Worker - 3

Bonus +3 to rolls w/machines.

## Personality Quirks

- Always tries to talk friends into lugging his gear.

## Disadvantages

## Chummy - 1 IQ rolls when alone.

Callous - 1 to reaction. +1 to intimidate.

## Code of Honor (Outlaw)

Avenge insults. Protect pals.

Curious(9) Roll 9 or less to avoid investigating.

Laziness Must spend half of downtime being unproductive. Suffer penalty to

get stuff cheap. (E13)

## Greed(12)

Roll 12 or less to refuse an offer of money.

Overweight +1 to swim, ST v knockback, -1 to shadow and

disguise.

Post Combat Shakes(15) Roll 15 or less or become frightened after

combat.

## 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
Quick Release Backpack	Body	3	300
Trap Finder Kit (+1 to skill)	B Pack	2	250
Crowbar	Body	3	20
Good lockpicks (+1 to skill)	B Pack	.5	250
Elven Rations, 6 meals	Pouch	1	60
Goatsfoot (Bonus ST to cook crossbow)	B Pack		
Backpack	Body		

## Skills

### Dex-Based Skills

Acrobatics-14 Allows Dungeon Parkour (E20) to navigate hazards by diving, jumping over and partner climb.

### Brawling-16

climb.

Climbing-18 (Perfect Balance, Flexibility)

Crossbow-16  
Escape-16 Flexibility.  
Fast Draw(Knife)-16

### Other Skills

Carousing-11 Gain info at parties.

Search-14

Scouting-17

Urban Survival-14 Find shelter, locate paths in sewers, rooftops.

Traps

Detect-19, Set-17, Disarm-19

### IQ-Based Skills

Pickpocket-16 High Manual Dexterity  
Main Gauche-14  
Forced Entry-18 Widget Worker

Shortsword-16  
Sleight of Hand-15 High Manual Dexterity. Palm small objects.

Stealth-18 Weapon Bond.  
Thrown Weapon(Knife)-17

Connoisseur(Luxuries)-12  
Counterfeiting-11 Debase or verify metal coins

Gambling-12 Games of chance.  
Gesture-13 Communicate w/hands

Holdout-13 Conceal item from search attempt.  
Merchant-12 Hagging

Shadowing-12 Overweight Follow target in crowd.

Smuggling-13 Conceal contraband in non-personal storage.  
Streetwise-13 Criminal dealings and operations.