

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, Rapier skill capped at 9. Move: full.
- **Attack.** Move: One step, before or after attack. One full attack, or two rapid rapier strikes, at skill-3.
- **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.

SWASHBUCKLER Miao Miao

(Catgirl female)

Size Humanoid (+0 mod)

Base Speed 7 Move 6 yards (8)

Strength(ST) 10 Dexterity(DX) 16

IQ 10 Health(HT) 11

Fatigue Points 12 Will 11

Perception 10 Observation 5 Search 10

Hit Points 10

Damage Reduction 1 (Furs)

Armor Furs

Encumbrance/Move Penalty -2

Dodge 14 Block 14 (Cloak, DB+2)

Parry 15 (Rapier)

Thrust / Swing 1d / 2d

Reaction Mod 0

Language Common.



“Fighting monsters? Miao Miao approve! Contract? Lots of big words - must be good. Monster time, now?”

Treasure

3 cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist/Bite	17	1d-1 cut	c				
Kick	15	1d cut	c, 1				
Edged Rapier	21	2d+4 cut or 1d+3 imp	c, 1	0F	3	600	
Rapier (Spring Atk)	21	2d+6 cut or 1d+4 imp	c, 1				

Ranged	#	Damage	Acc	WT	Properties	Shots
Lg. Throwing Knife	17	1d imp	1		1/2D 14, Max 28	T(1)

Advantages

Catfall - Subtract 4 yards from falling distance.

- Pounces the air went bored
- Takes a nap when really bored
- Not much of a planner
- Wants to trick an actual dragon

Disadvantages

Combat Reflexes
 Bonus +1 to active defense and fast draw, +2 to fright check, +6 to wake/recover from stun.

Code of Honor (Chivalry)
 Never break your word ignore an insult (duel or apology), never take unfair advantage of a civilized foe.

Laziness Must spend half of downtime being unproductive. Suffer penalty to get stuff cheap. (E13)

Night Vision 5
 Reduce darkness penalties by up to 5.

Obsession(9): Become the best swordsman in the world. Roll 9 or less to avoid taking actions toward the goal.

Sharp Claws/Teeth - Unarmed attack deals cutting damage.

Springing Attack - Must take a ready action. On your next attack, gain +2 ST to attack and may spend an 1 Fatigue Point to move an extra step.

Striking ST 4 - +4 ST on damage.

Weapon Master(Rapier)
 +2 per die of damage. Half penalties for Rapid Strike and multi-parry.

Weapon Bond(Rapier)

- **Personality Quirks**
 Nicknames other races ("Bobtail, etc.")

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Social Stigma (Minority Group)
 -2 to all reaction rolls except those in your group.

Trickster(12) Roll 12 or less to avoid pranking a deadly foe.

Phobic(Entering Water)(15)

Roll 15 or less to enter water.

Sense of Duty (Adventuring Companions)

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

Short Attention Span(12)

Roll 12 or less to spend more than a few minutes on one activity.

Gear

Item	Location	WT	Cost
Personal basics/clothing	Body	3	5
2xPouch	Body	.4	20
Canteen (1 Qt.)	Body	8	10
Bandoleer	Body	1	60
H. Cloak	Body	5	50
Lg. Throwing Knife x5	Bando-leer	5	200
Rations, 6 meals	Pouch	3	12

Vow: Never refuse a challenge to combat.

combat.

Skills

Dex-Based Skills

Acrobatics-16 Allows Dungeon

Parکور (E20) to navigate hazards

climb.

by diving, jumping over and partner

Brawling-17

Climbing-16

Cloak-16

Fast Draw(Knife)-16

Fast Draw(Rapier)-17

Forced Entry-16

Jumping-16 Skill check/4 = vertical

jump

Rapier-21 Weapon Bond.

Stealth-16

Thrown Weapon(Knife)-17

Wrestling-16

IQ-Based Skills

Fast Talk-9 Tell compelling lies.

Gambling-9 Games of chance.

Savior Faire-11 Function in high society.

Streetwise-10 Criminal dealings and operations.

operations.

Other Skills

Carousing-13 Gain info at parties.

Hiking-12

Search-10

Scourging-11

Speed-Range-Size Modifier

Mod	Linear yards	Mod	Linear yards
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		