

Name **Keystone** Player **Keystone** Point Total **75**
 Ht **4'11"** Wt **400 lbs.** Size Modifier **0** Age **66** Unspent Points **0**
 Notes **This job sitting over a doorway and occasionally chucking rocks at people is great - it lets you work on your photography!**

ST	15	[0]	HP	15	[0]
DX	9	[0]	Will	12	[0]
IQ	8	[20]	Per	12	[0]
HT	11	[10]	FP	11	[0]

BASIC LIFT **45** DAMAGE Thr **1d+1** Sw **2d+1**
 BASIC SPEED **5** [0] BASIC MOVE **4** [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 45	BM x 1 4	Dodge 8
Light (1) = 2 x BL 90	BM x 0.8 3	Dodge - 1 7
Medium (2) = 3 x BL 135	BM x 0.6 2	Dodge - 2 6
Heavy (3) = 6 x BL 270	BM x 0.4 1	Dodge - 3 5
X-Heavy (4) = 10 x BL 450	BM x 0.2 1	Dodge - 4 4

TEMPLATES AND METATRAITS

Gargoyle [46]
 Gargoyle Perception Bonus 4 [20]; Gargoyle ST Bonus 5 [50]; Gargoyle Will Bonus 4 [20]; Racial Skill Point Bonus (Climbing) 12 [12]; Gargoyle Basic Move Penalty -1 [-5]; Gargoyle DX Penalty -1 [-20]; Gargoyle IQ Penalty -3 [-60]; Cast-Iron Stomach [3]; Claws (Blunt Claws) [3]; Damage Resistance 5 (Can't Wear Armour) [15]; High Pain Threshold [10]; Night Vision 4 [4]; Protected Eyes 4 [4]; Single-Minded [5]; Temperature Tolerance (Cold) 3 [6]; Temperature Tolerance (Heat) 1 [1]; Unfazeable [15]; Boredom Immunity [1]; Limited Camouflage (Stone) [1]; Longevity [1]; Appearance (Ugly) [-8]; Disturbing Voice [-10]; Hidebound [-5]; Innumerate [-5]; Troll Brain [-10]; Cannot Float [-1]; Prefers To Be Above Ground Level [-1].

ADVANTAGES AND PERKS

Acute Vision 1 [2]
 Teeth (Sharp Beak) [1]

DISADVANTAGES AND QUIRKS

Curious (12 or less) [-5]
 Status -1 [-5]
 Truthfulness (12 or less) [-5]
 Wealth (Poor) [-15]
 Generally loyal to an employer [-1]
 Obsession (Producing the perfect mountain landscape photograph) [-1]

MP	[]	Magery: []
	[]	Staff: []

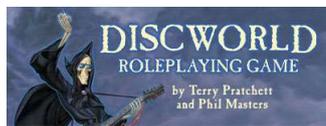
Languages	Spoken	Written
Uberwaldean (Native Speaker)	(Native)	(Semi-Lite [-2])

DR	TL: 4 [0]
0+5	Cultural Familiarities Sto Plains/Uberwald (Native) [0]

PARRY	Reaction Modifiers
7	Appearance: -2/-2 <i>Unappealing Includes: -2 from 'Appearance'</i> <i>Appealing Includes: -2 from 'Appearance'</i>
DX	Status: -1; Includes: -1 from 'Status'
BLOCK	Other: +0 Conditional: -2 from 'Disturbing Voice' when talking to people, -1 from 'Curious' when excessive curiosity observed
5	
DX	

SKILLS

Name	Level	Relative Level
Camouflage	10	IQ+2 [4]
Conditional: +2 from 'Limited Camouflage (Stone)' when stationary and unclad against a stone background		
Climbing	13	DX+4 [4]
Includes: +12pts from 'Racial Skill Point Bonus (Climbing)'		
Observation	11	Per-1 [1]
Photography	11	IQ+3 [12]
Shouting at Foreigners	10	IQ+2 [4]
Survival (Mountains)	11	Per-1 [1]
Throwing	10	DX+1 [4]



Keystone

HAND WEAPONS

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
Bite	1d pi+	C	9 (No)			
Kick	1d+2 cr	C,1	7 (No)			
Punch	1d+1 cr	C	9 (7)			

RANGED WEAPONS

Qty Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
6 1 lb. Rocks	1d-1 cr	0	30 / 30	1	1(1)	10	1	0				0	6

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty Item	Location	Cost	Weight
1 Iconograph (Professional/Minimal)		10	1.5
20 Iconograph Paint and Paper (per picture)		2	1

APPEARANCE

A gargoyle. You know, looks like architecture. Actually, IS architecture.

POINTS SUMMARY

Attributes/Secondary Characteristics	[30]
Advantages/Perks/TL/Languages/Cultural Familiarity	[47]
Disadvantages/Quirks	[-32]
Skills/Standardised Spells	[30]
Other	[]