

Name Mister Pestiferous

Player

Point Total 75

Ht 10" Wt 10 lbs.

Size Modifier -3 Age 4

Unspent Points 0

Notes The late Doktor's pet. Stuff in what looked like your drinking saucer that **should not have been there** resulted in, whoops, hello sapience...

ST	4	[0]	HP	4	[0]	MP	[]	[]	Magery:	[]
DX	14	[0]	Will	14	[-15]				Spoken	Written
IQ	10	[120]	Per	18	[0]					
HT	10	[0]	FP	10	[0]					

BASIC LIFT 3.2 DAMAGE Thr 1d-5 Sw 1d-4
BASIC SPEED 6 [0] BASIC MOVE 7 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 3.2	BM x 1 10	Dodge 10
Light (1) = 2 x BL 6.4	BM x 0.8 8	Dodge - 1 9
Medium (2) = 3 x BL 9.6	BM x 0.6 6	Dodge - 2 8
Heavy (3) = 6 x BL 19.2	BM x 0.4 4	Dodge - 3 7
X-Heavy (4) = 10 x BL 32	BM x 0.2 2	Dodge - 4 6

TEMPLATES AND METATRAITS

Domestic Cat [-82]
Cat Basic Move Bonus 1 [5]; Cat DX Bonus 4
(Quadruped) [48]; Cat Perception Bonus 8 [40]; Cat Will
Bonus 7 [35]; Racial Skill Point Bonus (Brawling) 4 [4];
Racial Skill Point Bonus (Jumping) 1 [1]; Racial Skill
Point Bonus (Stealth) 2 [2]; Cat IQ Penalty -6 [-120]; Cat
SM Penalty -3 [0]; Cat ST Penalty -6 [-60]; Catfall [10];
Claws (Sharp Claws) [5]; Combat Reflexes [15];
Enhanced Move (Ground) (1/2) [10]; Night Vision 5 [5];
See Invisible (Spirit) [15]; Teeth (Sharp Teeth) [1];
Temperature Tolerance (Cold) 1 [1]; Ultrahearing [5]; Fur
[1]; Bestial [-10]; Callous [-5]; Cannot
Speak*DISABLED* [-15]; Quadruped [-35]; Short Legs [-
2]; Social Stigma (Valuable Property) [-10]; Wealth (Dead
Broke) [-25]; Dislikes Water [-1]; Distractible [-1]; Short
Lifespan [-1]; NO Cannot Speak [15].

ADVANTAGES AND PERKS

Luck (Extraordinary) [30]
NO Cannot Speak [15]
Silence 1 [5]

DISADVANTAGES AND QUIRKS

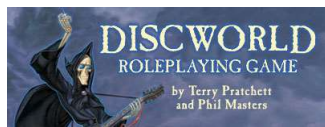
Disturbing Voice (Growly Purr) [-10]
Broad-Minded [-1]
Finds everyone else amusing, and wants to keep
them around to be amused by [-1]

Languages	Spoken	Written
Uberwaldean (Native Speaker)	(Native)	(Literate) [-1]

DR 0	TL: 4 [0] Cultural Familiarities Sto Plains/Uberwald (Native) [0]
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PARRY 11 DX BLOCK 9 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: -1 from 'Callous' when past victim, or has Empathy, -2 from 'Disturbing Voice (Growly Purr)' when talking to people
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Name	Level	Relative Level
Alchemy/TL4	10	IQ+0 [8]
Brawling	16	DX+2 [0]
Includes: +4pts from 'Racial Skill Point Bonus (Brawling)', 'C' reach, from 'Short Legs'		
Detect Lies	16	Per-2 [1]
Filch	14	DX+0 [2]
Games (Chess)	10	IQ+0 [1]
Jumping	14	DX+0 [0]
Includes: +1pts from 'Racial Skill Point Bonus (Jumping)'		
Natural Philosophy/TL4	8	IQ-2 [1]
Scrounging	18	Per+0 [1]
Stealth	14	DX+0 [0]
Includes: +2pts from 'Racial Skill Point Bonus (Stealth)'		
Conditional: +1 from 'Silence' when moving, vs. hearing only, +2 from 'Silence' when standing still, vs. hearing only		
Tracking	17	Per-1 [1]



Mister Pestiferous

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d-5 cut	C	16	(12)			
	Bite	1d-5 cut	C	16	(No)			
	Kick	1d-4 cut	C	14	(No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
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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
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APPEARANCE

A fairly typical if slightly mangey and battered-looking tabby.

POINTS SUMMARY

Attributes/Secondary Characteristics	[105]
Advantages/Perks/TL/Languages/Cultural Familiarity	[49]
Disadvantages/Quirks	[-94]
Skills/Standardised Spells	[15]
Other	[]