



Name: Mr. Norriellmae

Race: Sparrial

Appearance: A typical wiry, agile sparrial, dressed as an airship deckhand.

Player:

Ht: 4'6"

Wt: 100 lbs. Age: 20

Spent: 150

Unspent: 0

CHARACTER SHEET

ST 7*	[0]	HP 11\$	[0]	Basic Speed 6	[-5]
DX 14†	[40]	Will 10	[0]	Basic Move 6	[0]
IQ 10	[0]	Per 12	[10]	BL 9.8 lb	(ST×ST)/5
HT 11‡	[0]	FP 11	[0]	Thr 1d-3	Sw 1d-2
* -3 from 'ST Penalty from Sparrial'		‡ +1 from 'HT Bonus from Sparrial'			
† +2 from 'DX Bonus from Sparrial'		§ +4 from 'Hit Points Bonus from Sparrial'			

TL 5 +2	[0]	SM -1*
* -1 from 'Size Modifier Penalty from Sparrial'		

Vision 12*	Fright Check 12†	Broad Jump 4.33 yd
Hearing 12	Consciousness 11	Money 460
Touch 12	Death Check 11	
Taste/Smell 12‡	High Jump 1.06 yd	
* Cond. +5 from 'Night Vision' when offsetting darkness penalties	† +2 from 'Combat Reflexes'	‡ Cond. +4 from 'Discriminatory Smell' when it involves Smell

HP 3, 0, -11, -22, -33, -44, -55 FP 3, 0, -11

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	20 lb	78 lb	117.6 lb	147 lb	490 lb
* Takes 2 seconds to complete		‡ Double with a running start			
† Takes 4 seconds to complete		§ Lose 1 FP/sec while over X-Hvy enc.			

JUMP TABLE							
Mvmt.	Rest	1	2	3	4	5	6
High	1.06 yd	1.22 yd	1.39 yd	1.56 yd	1.72 yd	1.89 yd	2.06 yd
Broad	4.33 yd	5 yd	5.67 yd	6.33 yd	7 yd	7.67 yd	8.33 yd
7+							
2.11 yd							
8.67 yd							

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	9.8 lb	19.6 lb	29.4 lb	58.8 lb	98 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

PARRY		PARRY		BLOCK		DODGE		OTHER	
11*				9*		10*			
DX				DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	1	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	0	0	—	—	Feet	1*	0	4	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +0	
Status: -1*	
* -1 from 'Status'	
Other: +0†	
† Cond. +2 from 'Street-Smart' when Shady characters in town, Cond. +1 from 'Merchant' when buying or selling, Cond. +2 from 'Sense of Duty (The Rest of the Crew)' when in dangerous situations if Sense of Duty is known, Cond. -2 from 'Social Stigma (Minority Group: Alien)'	

CULTURAL FAMILIARITIES	
Name	Pts
Human/Western (Alien Culture)	[2]
Sparrial (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English	Accented	Literate	[4]



LANGUAGES (continued)			
Name	Spoken	Written	Pts
Sparrial (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Sparrial	[24]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]
Discriminatory Smell (Emotion Sense, +50%)	[23]
Roll to memorize a scent: 10 (IQ), Roll to Smell: 16 (Taste/Smell+4)	
DX Bonus from Sparrial	[40]
Hit Points Bonus from Sparrial	[8]
HT Bonus from Sparrial	[10]
Luck	[15]
Night Vision 5	[5]
Racial Skill Point Bonus 1 (Climbing)	[1]
Racial Skill Point Bonus 1 (Detect Lies)	[1]
Racial Skill Point Bonus 1 (Jumping)	[1]
Street-Smart 2	[10]
Temperature Tolerance 2	[2]

PERKS	
Name	Pts
Fur	[1]

DISADVANTAGES	
Name	Pts
Increased Consumption -1	[-10]
Kleptomania (12 or less, *1)	[-15]
Native Gravity 0.95G	[0]
Sense of Duty (The Rest of the Crew; Small Group)	[-5]
Short Lifespan -1	[-10]
Size Modifier Penalty from Sparrial	[0]
Social Stigma (Minority Group: Alien)	[-10]
ST Penalty from Sparrial	[-30]
Status -1	[-5]
Wealth (Struggling)	[-10]

QUIRKS	
Name	Pts
Nosy	[-1]
Proud	[-1]
Wanderlust	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	14	DX+0	[4]
Airshipman/TL5+2	14	IQ+4	[12]
Beam Weapons/TL5+2 (Pistol)	14	DX+0	[1]
Climbing	14*	DX+0	[1]
Detect Lies	12†	Per+0	[3]
Fast-Talk	12	IQ+2	[8]
Filch	15	DX+1	[4]
Fortune-Telling (Palmistry)	12	IQ+2	[7]
Jumping	16‡	DX+2	[3]
Merchant	11§	IQ+1	[1]
Observation	12	Per+0	[2]
Panhandling	13§	IQ+3	[1]
Pickpocket	14	DX+0	[4]
Scrounging	15§	Per+3	[2]
Shadowing	13§	IQ+3	[4]
Sleight of Hand	13	DX-1	[2]
Stealth	14	DX+0	[2]
Streetwise	12§	IQ+2	[2]
Urban Survival	14§	Per+2	[2]
* +1pts from 'Racial Skill Point Bonus (Climbing)'		‡ +1pts from 'Racial Skill Point Bonus (Jumping)'	
† +1pts from 'Racial Skill Point Bonus (Detect Lies)'		§ +2 from 'Street-Smart'	

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[45]
Advantages, Perks		[70]
Disadvantages, Quirks		[-30]
Skills, Techniques		[65]
Total Points Spent:		150
Unspent Points:		0

EQUIPMENT			
Qty	Item	Cost	Weight
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Notes: +1 to HT rolls to protect eyes. Location: eyes	40	–
1	Ordinary Clothes (TL0) {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Pistol Raygun (TL5+2*)	500	2.5 lb
1	Shoes (TL1; Free) {p. B284} Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	0	2 lb

LOAD-OUTS			
Qty	Regular Load	Cost	Weight
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Location: eyes	40	–
1	Ordinary Clothes (TL0)	0	2 lb
1	Pistol Raygun (TL5+2*)	500	2.5 lb
1	Shoes (TL1) Location: feet	0	2 lb
Totals:		540	6.5 lb

NOTES	
<p>You are a somewhat typical Sparrial, with even more deftness than most and a full dose of cleverness. This enabled you to talk your way onto a human paraplantetary ship, even though most of the crews of those ships have that silly human prejudice against Sparrial wit, and you found that there were whole new worlds beyond your home to explore. You also realised that your natural gifts made you an excellent airship rigger - and finding employment that way means that you can travel the worlds without having to pay!</p> <p>Signing up with a small, freelance craft turned out to be a good idea, though; the crew are a little more inclined to accept your clever ways.</p>	

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	14	–	1d-4 cr	C	–	–	
Kick	12	–	1d-3 cr	C,1	–	–	
Punch	14	11	1d-4 cr	C	–	–	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Pistol Raygun	14	2d burn, sur	2	200 yd / 1.14 mi	3	20	7	-3	1	3	