



Name Tybalt of Stonemarsh Player Point Total 200
 Ht 5' 10" Wt 125 lbs. Size Modifier 0 Age 22 Unspent Points 0
 Appearance A skinny guy with a mashed nose and a bowl cut. There are little blue paint spots on his leggings.

ST	11	[10]	HP	11	CURRENT	[0]
DX	15	[100]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	11	[10]	FP	14	CURRENT	[9]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [-10] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 6	Dodge 9
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS

Enhanced Parry (Knife) 1	[5]
Status (Gamesman) (+1)	[5]
Warp (Gyroscope; Range Limit, 100 yds; True Game ESP)	[50]
Weapon Master (Knife) (one specific weapon)	[20]
Expulsion (Teleportation Perk)	[1]
Off-Hand Weapon Training (Knife)	[1]
Weapon Bond (Left-Hand Knife)	[1]
Weapon Bond (Right-Hand Knife)	[1]

DISADVANTAGES AND QUIRKS

Appearance (Unattractive)	[-4]
Duty (a belligerent demensne) (9 or less (fairly often)) (Extremely Hazardous)	[-10]
Enemy (rival demensne) (Medium-sized group (6-20 people)) (9 or less; Unknown)	[-25]
Hero Worship (ruler of demensne)	[-1]
Intolerance (Armigers) (One group)	[-5]
Loner (12 or less)	[-5]
Oblivious	[-5]
On the Edge (15 or less)	[-7]
Proud	[-1]
Skinny	[-5]
Trademark (Always leaves something blue at the scene of an attack) (Simple)	[-5]
Vow (Only teleport honorably -- no spying/stealing) (Minor)	[-5]
Braggs about how many enemies he's killed in battle.	[-1]
Complains about festivals.	[-1]
Dips knives in blue paint just before teleporting to attack	[-1]
Has always hated book-work and school.	[-1]
Takes long solitary teleport leapfrogs to relax.	[-1]

Languages	Spoken	Written
English (Native Language)	(Native)	(Native) [0]
DR	TL: 3	[0]
0	Cultural Familiarities	
	Land of the True Game (Native)	[0]
PARRY	Reaction Modifiers	
10	Appearance: -1/-1	
DX	<i>Unappealing Includes:</i> -1 from 'Appearance'	
BLOCK	<i>Appealing Includes:</i> -1 from 'Appearance'	
8	Status: +1; <i>Includes:</i> +1 from 'Status (Gamesman)'	
DX	Other: +0	
	Conditional: -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation	

SKILLS

Name	Level	Relative Level
Area Knowledge (my demensne)	10	IQ+0 [1]
Games (True Game)	10	IQ+0 [1]
Knife	18	DX+3 [8]
Includes: Enhanced Parry (Knife)		
Conditional: +1 from 'Weapon Bond (Right-Hand Knife)', +1 from 'Weapon Bond (Left-Hand Knife)'		
Observation	10	Per+0 [2]
Power Blow	12	Will+2 [12]
Riding (Equines)	15	DX+0 [2]
Teleportation (Psionic Power Skill)	19	IQ+9 [40]
Theology (True Game)	9	IQ-1 [2]
Techniques		
Careful Teleportation (Teleportation (Psionic Power Skill))	17	[2]
Dual-Weapon Attack (Knife)	18	[5]
Dual-Weapon Targeted Attack (Knife Thrust/Torso Chinks)	14	[5]



CHARACTER SHEET
Tybalt of Stonemarsh

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-2 cr	C	15 (No)				
	Kick	1d-1 cr	C,1	13 (No)				
2	Large Knife						80	2
	Swing	1d-1 cut	C,1	18 (12)	6			
	Thrust	1d-1 imp	C	18 (12)	6	[1]		
	Punch	1d-2 cr	C	15 (10)				

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
2	Large Knife	1d-1 imp	0	9 / 17	1	T(1)	11	6	-2		4		80	2

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	_Coin on hand		630	0
1	Heavy Leather Leggings	legs	60	4
1	Heavy Leather Sleeves	arms	50	2
1	Leather Gloves	hands	30	0
1	Mail Shirt	torso	150	16

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[119]
Advantages/Perks/TL/Languages/Cultural Familiarity	[84]
Disadvantages/Quirks	[-83]
Skills/Techniques	[80]
Other	[]