



CHARACTER SHEET

Name Calandra Duvalier
 Ht 163 cm Wt 54 kg
 Appearance

Player NPC
 Size Modifier 0 Age 29

Point Total 155
 Unspent Points 0

| | | | | | |
|-----------|----|--------|-------------|----|--------|
| ST | 9 | [-10] | HP | 10 | [2] |
| DX | 11 | [20] | Will | 10 | [-5] |
| IQ | 11 | [20] | Per | 13 | [10] |
| HT | 10 | [0] | FP | 10 | [0] |

| Languages | Spoken | Written | |
|---|------------|------------|-------|
| English [Banestorm] <small>Includes: +1 from 'Language Talent'</small> | (Accented) | (Accented) | [2] |
| Elvish [Banestorm] <small>Includes: +1 from 'Language Talent'</small> | (Accented) | (Accented) | [2] |
| Etheria English (Native Language) | (Native) | (Native) | [0] |

| | | |
|-----------|-------------------------------|-------|
| DR | TL: 6 | [0] |
| 0 | Cultural Familiarities | |
| | Cardiel (Banestorm) | [1] |
| | Elven (Banestorm) | [1] |
| | Imperial (Banestorm) | [1] |
| | Western {Etheria} (Native) | [0] |

BASCLIFT 16 **DAMAGE** Thr 1d-2 Sw 1d-1
BASIC SPEED 5.25 [0] **BASIC MOVE** 5 [0]

| ENCUMBRANCE | MOVE | DODGE |
|----------------------------------|-------------------|--------------------|
| None (0) = BL 16 | BM x 1 5 | Dodge 8 |
| Light (1) = 2 x BL 32 | BM x 0.8 4 | Dodge - 1 7 |
| Medium (2) = 3 x BL 48 | BM x 0.6 3 | Dodge - 2 6 |
| Heavy (3) = 6 x BL 96 | BM x 0.4 2 | Dodge - 3 5 |
| X-Heavy (4) = 10 x BL 160 | BM x 0.2 1 | Dodge - 4 4 |

| | |
|--------------|---|
| PARRY | Reaction Modifiers |
| 9 | |
| Brawling | |
| BLOCK | |
| 0 | Conditional: +1 from 'Merchant' when buying or selling, +1 from 'Smooth Operator', +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance |

| TEMPLATES AND METATRAITS | |
|---|-------|
| Criminal (Infinite Worlds) | [0] |
| Criminal - Looter (Infinite Worlds) | [0] |
| Criminal - Timenapper (Infinite Worlds) | [0] |

| ADVANTAGES AND PERKS | |
|---|--------|
| Appearance (Attractive) | [4] |
| Contact (Cardiel court [Banestorm]) (Effective Skill 12) (6 or less; Usually Reliable) | [1] |
| Contact (Philadelphia, PA [Etheria]) (Effective Skill 18) (9 or less; Usually Reliable) | [6] |
| Contact (Slaver [Banestorm]) (Effective Skill 12) (9 or less; Completely Reliable) | [3] |
| Fashion Sense | [5] |
| High Manual Dexterity 2 | [10] |
| Language Talent | [10] |
| Magery 1 | [10] |
| Magery 0 | [5] |
| Patrons (Crime boss) (9 or less) | [15] |
| Smooth Operator 1 | [15] |
| Photogenic | [1] |

| DISADVANTAGES AND QUIRKS | |
|---|---------|
| Duty (Criminal Boss) (12 or less (quite often)) (Involuntary) | [-15] |
| Greed (15 or less) | [-7] |
| Lecherousness (12 or less) | [-15] |
| Sea Sickness | [-10] |
| Secret (Criminal) (Imprisonment or Exile) | [-20] |
| Agnostic | [-1] |
| Off-color joker | [-1] |
| Takes herself very seriously | [-1] |
| Wants to be Rich | [-1] |
| Whiner | [-1] |

| SKILLS | | | |
|---|-------|----------------|-------|
| Name | Level | Relative Level | |
| Acting <small>Includes: +1 from 'Smooth Operator'</small> | 13 | IQ+2 | [4] |
| Archaeology | 10 | IQ-1 | [2] |
| Area Knowledge (Cardiel [Banestorm]) | 12 | IQ+1 | [2] |
| Area Knowledge (Chronobahn) | 12 | IQ+1 | [2] |
| Area Knowledge (Delaware Valley [Etheria]) | 12 | IQ+1 | [2] |
| Area Knowledge (Eastern Megalos [Banestorm]) | 11 | IQ+0 | [1] |
| Brawling | 12 | DX+1 | [2] |
| Carousing <small>Includes: +1 from 'Smooth Operator'</small> | 12 | HT+2 | [2] |
| Computer Operation/TL5+1 (BAE) | 11 | IQ+0 | [1] |
| Connoisseur (Visual Arts) | 13 | IQ+2 | [8] |
| Current Affairs/TL5+1 (Science & Technology) | 13 | IQ+2 | [4] |
| Fast-Talk <small>Includes: +1 from 'Smooth Operator'</small> | 12 | IQ+1 | [2] |
| Filch | 12 | DX+1 | [4] |
| Gambling | 10 | IQ-1 | [1] |
| Guns/TL5+1 (Pistol) | 12 | DX+1 | [2] |
| Holdout | 10 | IQ-1 | [1] |
| Knife | 14 | DX+3 | [8] |
| Mathematics/TL5+1 (Applied) | 9 | IQ-2 | [1] |
| Merchant | 11 | IQ+0 | [2] |
| Observation | 13 | Per+0 | [2] |
| Physics/TL5+1 (Parachronics) | 9 | IQ-2 | [1] |
| Pickpocket | 11 | DX+0 | [4] |
| <small>Conditional: +2 from 'High Manual Dexterity' when performing DX-based tasks</small> | | | |
| Research/TL5+1 | 11 | IQ+0 | [2] |
| Savoir-Faire (High Society) <small>Includes: +1 from 'Smooth Operator'</small> | 12 | IQ+1 | [1] |
| Search | 14 | Per+1 | [4] |
| Sex Appeal (Human) <small>Includes: +1 from 'Smooth Operator', +1 from 'Appearance'</small> | 14 | HT+4 | [8] |
| Shadowing | 12 | IQ+1 | [4] |
| Sleight of Hand <small>Conditional: +2 from 'High Manual Dexterity' when performing DX-based tasks</small> | 10 | DX-1 | [2] |
| Stealth | 11 | DX+0 | [2] |
| Streetwise | 13 | IQ+2 | [4] |

| Languages (continued) | Spoken | Written | |
|-------------------------------------|---------------|----------------|-------|
| Etheria English (Native Language) | (Native) | (Native) | [0] |
| Includes: +1 from 'Language Talent' | | | |

SKILLS (continued)

| Name | Level | Relative Level | |
|-------------------------------------|--------------|-----------------------|-------|
| Streetwise | 13 | IQ+2 | [4] |
| Includes: +1 from 'Smooth Operator' | | | |
| Thrown Weapon (Knife) | 13 | DX+2 | [4] |
| Tying Rope | 13 | DX+2 | [2] |
| Includes: +2 from User | | | |
| Urban Survival | 13 | Per+0 | [2] |

Spells

| | | | |
|-------------------|----|--|-------|
| Complex Illusion | 10 | | [1] |
| Illusion Disguise | 10 | | [1] |
| Perfect Illusion | 10 | | [1] |
| Simple Illusion | 10 | | [1] |
| Sound | 10 | | [1] |



CHARACTER SHEET
Calandra Duvalier

| HAND WEAPONS | | | | | | | Cost | Weight |
|--------------|-------------------|----------|-------|----------|-------|-------|------|--------|
| Qty | Weapon | Damage | Reach | Lvl(Pry) | ST | Notes | | |
| | Brawling | | | | | | | |
| | Punch | 1d-3 cr | C | 12 | (9) | | | |
| | Bite | 1d-3 cr | C | 12 | (No) | | | |
| | Kick | 1d-2 cr | C,1 | 10 | (No) | | | |
| 2 | Large Knife swing | 1d-3 cut | C,1 | 14 | (9) 6 | | 120 | 1.3334 |

| RANGED WEAPONS | | | | | | | | | | | | | Cost | Weight |
|----------------|---------------|----------|-----|------------|-----|-------|-----|----|------|-----|----|-------|------|--------|
| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | Notes | | |
| 2 | Large Knife | 1d-2 imp | 0 | 7.2 / 13.5 | 1 | T(1) | 13 | 6 | -2 | | 4 | | 120 | 1.3334 |
| 1 | Revolver, .38 | 2d-1 pi+ | 2 | 120 / 1500 | 3 | 6(3i) | 12 | 8 | -2 | 2 | 3 | | 400 | 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 | | | Cost | Weight |
|---------------------|----------------------------|----------|------|--------|
| Qty | Item | Location | | |
| 1 | Revolver, .38 (Ammunition) | | 4 | .2 |

CHARACTER NOTES
Nickname: Rogue

A looter and (an involuntary) timenapper. She is being blackmailed by a criminal boss, a person she has never met, to kidnap elves and 1/2 elves from the Banestorm Parallel. Anything else she acquires, she can keep: her "boss" wants only the elves/1/2 elves. No, she doesn't know why and couldn't care less.

(text truncated to fit space)

POINTS SUMMARY

| | |
|--|---------|
| Attributes/Secondary Characteristics | [37] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [92] |
| Disadvantages/Quirks | [-72] |
| Skills/Techniques | [98] |
| Other | [] |

HAND WEAPONS (continued)

| Qty | Weapon | Damage | Reach | Lvl(Pry)ST | Notes | Cost | Weight |
|-----|-------------|----------|-------|------------|-------|------|--------|
| 2 | Large Knife | | | | | 120 | 1.3334 |
| | swing | 1d-3 cut | C,1 | 14 (9) 6 | | | |
| | thrust | 1d-2 imp | C | 14 (9) 6 | [1] | | |
| 1 | Stiletto | | | | | 20 | .25 |
| | knife | 1d-3 imp | C | 14 (9) 5 | [6] | | |
| | main-gauche | 1d-3 imp | C | 10 (8F) 5 | [6] | | |