



Name Kate
 Ht 5'0" Wt 90 lbs Size Modifier 0 Age 16
 Appearance A beautiful homeless teenage girl with short, unruly hair often of a bright color, blue-gray eyes.

Player Homeless Girl NP Point Total 50
 Unspent Points 100

ST	9	[-10]	HP	9	CURRENT	[0]
DX	11	[20]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	10	[0]	FP	10	CURRENT	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]

DR	TL: 8	[0]
Eyes 0	Cultural Familiarities	
Neck 0	Western (Native)	[0]
Skull 2		
Face 0		
Torso 0		
Groin 0		
Arms 0		
Hands 0		
Legs 0		
Feet 0		

BASIC LIFT 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			
MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Ground Move	5	4	3	2	1
Water Move	1	0	0	0	0

PARRY	Reaction Modifiers
8	Appearance: +2/+4
Brawling	<i>Unappealing Includes: +2 from 'Appearance'</i>
BLOCK	<i>Appealing Includes: +4 from 'Appearance'</i>
0	Status: -1; Includes: -1 from 'Status'
	Other: +0
	Conditional: +3 from 'Pitiable' when you appear to be in a position of helplessness, weakness, or need, +2 from 'Street Smarts'

ADVANTAGES AND PERKS

Appearance (Beautiful) {p. B21}	[12]
Pitiable {p. B22}	[5]
Street Smarts 2 {p. B89}	[10]
Trading Character Points for Money 1 {p. B26}	[1]
On Alert {p. PU2:15}	[1]

DISADVANTAGES AND QUIRKS

Selfless (12 or less) {p. B153}	[-5]
Shyness (Mild) {p. B154}	[-5]
Skinny {p. B18}	[-5]
Status -1 {p. B28}	[-5]
Wealth (Dead Broke) {p. B25}	[-25]
Congenial {p. B164}	[-1]
Distinctive Feature (Brightly colored hair) {p. B165}	[-1]
Views certain places of the city as sacred and keeps shrines there.	[-1]

SKILLS

Name	Level	Relative Level	
Area Knowledge (Louisville, Ky.) {p. B176}	14	IQ+2	[1]
Includes: +2 from 'Street Smarts'			
Brawling {p. B182}	11	DX+0	[1]
Parry: 8			
Fast-Talk {p. B195}	11	IQ-1	[2]
Includes: -1 from 'Shyness'			
First Aid/TL8 (Human) {p. B195}	12	IQ+0	[1]
Musical Instrument (Guitar) {p. B211}	10	IQ-2	[1]
Panhandling {p. B212}	14	IQ+2	[1]
Includes: +1 from 'Pitiable', +2 from 'Street Smarts', -1 from 'Shyness'			
Scrounging {p. B218}	14	Per+2	[1]
Includes: +2 from 'Street Smarts'			
Sewing/TL8 {p. B219}	11	DX+0	[1]
Sex Appeal (Human) {p. B219, S224}	12	HT+2	[1]
Includes: +4 from 'Appearance', -1 from 'Shyness'			
Stealth {p. B222}	10	DX-1	[1]
Streetwise {p. B223}	13	IQ+1	[2]
Includes: +2 from 'Street Smarts', -1 from 'Shyness'			
Tracking (Urban) {p. B226}	14	Per+2	[1]
Includes: +2 from 'Street Smarts'			
Urban Survival {p. B228}	15	Per+3	[4]
Includes: +2 from 'Street Smarts'			
Weather Sense {p. B209}	11	IQ-1	[1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-3 cr	C	11 (8)			
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
1	Small Knife					15	.75
	swing	1d-4 cut	C,1	7 (5) 5			
	thrust	1d-3 imp	C	7 (5) 5	[1]		

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Small Knife	1d-3 imp	0	4.5 / 9	1	T(1)	7	5	-1		4		15	.75

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	Backpack, Small		30	4.5
1	Bandages		10	2
1	Cigarette Lighter		5	0
1	Flashlight, Mini		5	.375
1	Guitar		75	5
1	Knitting Needles		5	0
1	Ordinary Clothes		0	2
1	Personal Basics		5	1
1	Sleeping Bag		25	7
1	Thermos Bottle		10	2
1	Transistor Radio		15	.5
1	Winter Clothes		0	4

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[50]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[29]
Disadvantages/Quirks	[-48]
Skills/Techniques	[19]
Other	[]