



Name Nancell the Barmaid Player Point Total 50
 Ht 5'2" Wt 120lbs Size Modifier 0 Age 20 Unspent Points 0
 Appearance An attractive young woman who plays the bar patrons for gold almost as well as she plays the lute.

ST	10	[0]	HP	10	CURRENT	[0]
DX	10	[0]	Will	13		[5]
IQ	12	[40]	Per	12		[0]
HT	10	[0]	FP	10	CURRENT	[0]

Languages	Spoken	Written

DR	TL: 3	[0]
0	Cultural Familiarities	

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

PARRY	Reaction Modifiers
7	Appearance: +1/+1
Knife	<i>Unappealing Includes: +1 from 'Appearance'</i>
BLOCK	<i>Appealing Includes: +1 from 'Appearance'</i>
0	Status: +0
	Other: +0

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	5	Dodge	8
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	4

SKILLS			
Name	Level	Relative Level	
Acting	11	IQ-1	[1]
Area Knowledge (Bar District)	12	IQ+0	[1]
Carousing	10	HT+0	[1]
Cooking	12	IQ+0	[2]
Dancing	10	DX+0	[2]
Detect Lies	10	Per-2	[1]
Fast-Draw (Knife)	10	DX+0	[1]
Fast-Talk	11	IQ-1	[1]
Gambling	11	IQ-1	[1]
Knife	10	DX+0	[1]
Musical Instrument (Lute)	12	IQ+0	[4]
Pickpocket	11	DX+1	[8]
Professional Skill (Bartender)	12	IQ+0	[2]
Sex Appeal (Human)	11	HT+1	[2]
Includes: +1 from 'Appearance'			

ADVANTAGES AND PERKS
 Appearance (Attractive) [4]

DISADVANTAGES AND QUIRKS
 Dependent (Four Year Old Daughter) (No more than [-20] 50%) (12 or less; Loved one)
 Secret (Unwed Mother) (Serious Embarrassment) [-5]
 Dreamer [-1]
 Scar on Right Forearm [-1]



CHARACTER SHEET
Nancell the Barmaid

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)			
1	Dagger	1d-3 imp	C	10 (7) 5	[1]	20	.25
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Dagger	1d-3 imp	0	5 / 10	1	T(1)	6	5	-1		4		20	.25

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	Cosmetics		40	2
1	Musical Instrument - Lute		200	3
1	Ordinary Clothes		80	2
1	Winter Clothes		120	4

CHARACTER NOTES
Nancell had a child out of wedlock at age 16, in a culture that frowns upon such behavior. Her older, married sister Sylvie watches her daughter while she works, and most everyone thinks her daughter is Sylvie's. She works hard to support her daughter and hopes to marry someday, perhaps a handsome traveler.

POINTS SUMMARY

Attributes/Secondary Characteristics	[45]
Advantages/Perks/TL/Languages/Cultural Familiarity	[4]
Disadvantages/Quirks	[-27]
Skills/Techniques	[28]
Other	[]