



Name Surlas McMurdy      Player NPC      Point Total 60  
 Ht 5'6"      Wt 200 lbs      Size Modifier 0      Age 40      Unspent Points 0  
 Appearance Grumpy, tough barkeep who just turned 40 and isn't happy about it in the slightest.

<b>ST</b>	11	[ 10 ]	<b>HP</b>	11	<small>CURRENT</small>	[ 0 ]
<b>DX</b>	10	[ 0 ]	<b>Will</b>	11		[ 0 ]
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	12		[ 5 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	<small>CURRENT</small>	[ 0 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>

<b>DR</b> 1* +1	<b>TL: 3</b> <b>Cultural Familiarities</b>	[ 0 ]
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BASIC LIFT 24      DAMAGE Thr 1d-1      Sw 1d+1  
 BASIC SPEED 5.25 [ 0 ]      BASIC MOVE 5 [ 0 ]

<b>PARRY</b> 8 Brawling	<b>Reaction Modifiers</b>
<b>BLOCK</b> 6 DX	<b>Appearance:</b> Status: +0 <b>Other:</b> +1; <i>Includes:</i> +1 from 'Charisma' Conditional: +1 from 'Merchant' when buying or selling

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

SKILLS			
Name	Level	Relative Level	
Accounting	10	IQ-1	[ 2 ]
Axe/Mace	9	DX-1	[ 1 ]
Brawling	10	DX+0	[ 1 ]
Carousing	11	HT+0	[ 1 ]
Cooking	10	IQ-1	[ 1 ]
Crossbow	11	DX+1	[ 2 ]
Fast-Talk	11	IQ+0	[ 2 ]
Conditional: +1 from 'Charisma' when making Influence rolls			
Merchant	10	IQ-1	[ 1 ]
Professional Skill (Bartending)	13	IQ+2	[ 8 ]
Professional Skill (Brewer)	10	IQ-1	[ 1 ]
Streetwise	10	IQ-1	[ 1 ]
Conditional: +1 from 'Charisma' when making Influence rolls			

ADVANTAGES AND PERKS	
Charisma 1	[ 5 ]
Damage Resistance 1	[ 5 ]
Alcohol Tolerance	[ 1 ]
DISADVANTAGES AND QUIRKS	
Alcoholism	[ -15 ]
Delusion (Someday I'll Sell The Bar and Retire)	[ -1 ]
Distinctive Feature (Prematurely Grey)	[ -1 ]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
1	Baton					20	1
	swing	1d+1 cr	1	5 (5)	6		
	thrust	1d-1 cr	1	5 (5)	6		
	Brawling						
	Punch	1d-2 cr	C	10 (8)			
	Bite	1d-2 cr	C	10 (No)			
	Kick	1d-1 cr	C,1	8 (No)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	11	7†	-6		4	[3]	150	6

**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	Cloth Armor Suit	all	150	12
10	Crossbow Bolt		20	.6
1	Handcuffs		40	.5

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 45 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 11 ]
Disadvantages/Quirks	[ -17 ]
Skills/Techniques	[ 21 ]
Other	[ ]