



CHARACTER SHEET

Name: **Crocotta**
Race: **Human**
Appearance:

Player:
Ht:

Wt: **250**

Age:

Spent: **111**
Unspent: **39**

ST	17*	[0]	HP	17	[0]	Basic Speed	6.25	[0]
DX	13†	[0]	Will	11**	[0]	Basic Move	18††	[0]
IQ	5‡	[0]	Per	14††	[0]	BL	58 lb	(ST×ST)/5
HT	12§	[0]	FP	12	[0]	Thr	1d+2	Sw 3d-1
TL	8	[0]	SM	+1§§				
* Includes: +7 from 'ST Bonus from Crocotta'			** Includes: +6 from 'Will Bonus from Crocotta'					
† Includes: +3 from 'DX Bonus from Crocotta'			†† Includes: +9 from 'Perception Bonus from Crocotta'					
‡ Includes: -5 from 'IQ Penalty from Crocotta'; Conditional: -1 from 'Chummy' when alone			‡‡ Includes: +12 from 'Extra Basic Move'					
§ Includes: +2 from 'HT Bonus from Crocotta'			§§ Includes: +1 from 'Size Modifier Bonus from Crocotta'					

Vision	14	Taste/Smell	17*	Death Check	
Hearing	14	Fright Check	13†	Broad Jump	11 yd
Touch	14	Consciousness		High Jump	2.72 yd
* Includes: +3 from 'Acute Taste and Smell'			† Includes: +2 from 'Combat Reflexes'		

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	116 lb	464 lb	696 lb	870 lb	1.45 tn
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	58 lb	116 lb	174 lb	348 lb	580 lb
Ground	18 yd	14 yd	10 yd	7 yd	3 yd
Water	3 yd	2 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
17	16	15	14	13	12
11	10	9	8	7	6
5	4	3	2	1	0
2	1	0	-1	-2	-3

FP	0 FP
12	11
10	9
8	7
6	5
4	3
2	1

} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*		10*	
Wrestling	DX		None	



Eyes	DR: 0 HP: 0	Skull	DR: 2 HP: 0	Loc.	HP	#
Neck	DR: 0 HP: 0	Face	DR: 0 HP: 0	Eyes	2	
Torso	DR: 0 HP: 0	Arms	DR: 0 HP: 0	Neck	—	
		Hands	DR: 0 HP: 0	Skull	—	
		Groin	DR: 0 HP: 0	Face	—	
		Legs	DR: 0 HP: 0	Torso	—	
		Feet	DR: 0 HP: 0	Groin	—	
				Arms	9	
				Hands	6	
				Legs	9	
				Feet	6	
				Bonus DR: 1†		
				Bonus DB: 0		
				Notes:		

* Includes: +1 from 'Combat Reflexes'

† Includes: +1 from 'Damage Resistance'

NOTES

Size/look of an extra-large grey hyena, big enough that an older child could ride it like a horse. Attacks humans on sight, but gives up if they prove too strong. Bites for 1d-1; does not use its claws in combat. Has a "bark" that sounds remarkably like a human voice, that it uses to lure people into traps (some have been known to mimic some speech); Chk: IQ-3 to distinguish.

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: -1 from 'Odious Personal Habit (East Humans)' when people notice your problem, +2 from 'Sense of Duty (Pack)' when in dangerous situations if Sense of Duty is known	

TEMPLATES AND META-TRAITS	
Name	Pts
Crocotta {p. User}	[145]
Quadruped {p. B263}	[-35]
Wild Animal {p. B263}	[-30]

ADVANTAGES	
Name	Pts
Acute Taste and Smell 3 {p. B35}	[6]
Combat Reflexes {p. B43}	[15]
Damage Resistance 1 (Tough Skin) {p. B46}	[3]
Discriminatory Smell {p. B49}	[15]
Roll: 5 (IQ)	
DX Bonus from Crocotta	[36]
Extra Basic Move 12 (Affects displayed Basic Move score)	[60]
Extra Legs (4 Legs) {p. B55}	[5]
HT Bonus from Crocotta	[20]
Night Vision 4 {p. B71}	[4]
Parabolic Hearing 2 {p. B72}	[8]
Perception Bonus from Crocotta	[45]
Reduced Consumption 1 (Cast-Iron Stomach) {p. B80}	[1]
Size Modifier Bonus from Crocotta	[0]
ST Bonus from Crocotta	[35]
Teeth (Sharp Teeth) {p. B91}	[1]
Temperature Tolerance (Heat) 1 {p. B93}	[1]
Ultrahearing {p. B89}	[5]
Roll: 14 (Per)	
Vibration Sense (Hearing-Based)	[10]
Will Bonus from Crocotta	[30]

PERKS	
Name	Pts
Fur {p. B100, B100,PU2:10}	[1]

DISADVANTAGES	
Name	Pts
Bad Sight (Motion Sensitive) -2 {p. see URL}	[-2]
URL: http://www.panoptesv.com/RPGs/Ads-n%27-stuff/motion-sensitive-sight.html	
Chummy {p. B126}	[-5]
Colorblindness {p. B127}	[-10]
Gluttony (12 or less) {p. B137}	[-5]
IQ Penalty from Crocotta	[-100]
No Fine Manipulators {p. B145}	[-30]
Odious Personal Habit (East Humans) -1 {p. B22}	[-5]
Sense of Duty (Pack) (Small Group) {p. B153}	[-5]
Short Lifespan -2 {p. B154}	[-20]

SKILLS			
Name	Level	Relative	Pts
Brawling {p. B182}	14	DX+1	[2]
Parry: 11			
Intimidation {p. B202}	10	Will-1	[1]
Mimicry (Speech) {p. B210}	13	IQ+8	[36]
Running {p. B218}	12	HT+0	[2]
Stealth {p. B222}	13	DX+0	[2]
Survival (Plains) {p. B223}	13	Per-1	[1]
Swimming {p. B224}	12	HT+0	[1]
Tracking {p. B226}	16*	Per+2	[8]
Wrestling {p. B228}	14	DX+1	[4]
Parry: 11			
* Conditional: +4 from 'Discriminatory Smell' when scent is a factor, -1 from 'Colorblindness'			

Name	MELEE ATTACKS		Damage	Reach	ST	LC	Notes
	Skill	Parry					
Brawling: Punch	14	11	1d+1 cr	C	—	—	
Brawling: Bite	14	—	1d+1 cut	C	—	—	
Brawling: Kick	12	—	1d+2 cr	C,1	—	—	