Name **Keystone**

Player

Point Total **75**Ht **4'11"**Wt **400 lbs.**Size Modifier **0** Age **66**Unspent Points **0**

Notes This job sitting over a doorway and occasionally chucking rocks at people is great - it lets you work on your photography!

ST	15	[0]	HP	15	CURRENT	[0]	MP	CURRENT		Magery:	[]
										Staff:	[]
DX	9	[0]	Will	12		[0]	Languages Uberwaldean (Native Speaker) Spoken (Native) Written (Semi-Lite [-2])				
IQ	8	[20]	Per	12		[0]	DR 0+5 TL: 4 [0] Cultural Familiarities Sto Plains/Uberwald (Native) [0]				
HT	11	[10]	FP	11	CURRENT	[0]	PARRY 7 DX BLOCK 5 DX				

BASIC LIFT 45 DAMAGE Thr 1d+1 Sw 2d+1
 BASIC SPEED 5 [0] BASIC MOVE 4 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	45	BM x 1	4	Dodge	8
Light (1) = 2 x BL	90	BM x 0.8	3	Dodge - 1	7
Medium (2) = 3 x BL	135	BM x 0.6	2	Dodge - 2	6
Heavy (3) = 6 x BL	270	BM x 0.4	1	Dodge - 3	5
X-Heavy (4) = 10 x BL	450	BM x 0.2	1	Dodge - 4	4

TEMPLATES AND METATRAITS

Gargoyle [46]

Gargoyle Perception Bonus 4 [20]; Gargoyle ST Bonus 5 [50]; Gargoyle Will Bonus 4 [20]; Racial Skill Point Bonus (Climbing) 12 [12]; Gargoyle Basic Move Penalty -1 [-5]; Gargoyle DX Penalty -1 [-20]; Gargoyle IQ Penalty -3 [-60]; Cast-Iron Stomach [3]; Claws (Blunt Claws) [3]; Damage Resistance 5 (Can't Wear Armour) [15]; High Pain Threshold [10]; Night Vision 4 [4]; Protected Eyes 4 [4]; Single-Minded [5]; Temperature Tolerance (Cold) 3 [6]; Temperature Tolerance (Heat) 1 [1]; Unfazeable [15]; Boredom Immunity [1]; Limited Camouflage (Stone) [1]; Longevity [1]; Appearance (Ugly) [-8]; Disturbing Voice [-10]; Hidebound [-5]; Innumerate [-5]; Troll Brain [-10]; Cannot Float [-1]; Prefers To Be Above Ground Level [-1].

ADVANTAGES AND PERKS

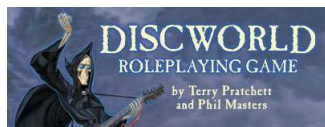
Acute Vision 1 [2]
 Teeth (Sharp Beak) [1]

DISADVANTAGES AND QUIRKS

Curious (12 or less) [-5]
 Status -1 [-5]
 Truthfulness (12 or less) [-5]
 Wealth (Poor) [-15]
 Generally loyal to an employer [-1]
 Obsession (Producing the perfect mountain landscape photograph) [-1]

SKILLS

Name	Level	Relative Level
Camouflage	10	IQ+2 [4]
Conditional: +2 from 'Limited Camouflage (Stone)' when stationary and unclad against a stone background		
Climbing	13	DX+4 [4]
Includes: +12pts from 'Racial Skill Point Bonus (Climbing)'		
Observation	11	Per-1 [1]
Photography	11	IQ+3 [12]
Shouting at Foreigners	10	IQ+2 [4]
Survival (Mountains)	11	Per-1 [1]
Throwing	10	DX+1 [4]



Keystone

HAND WEAPONS**Qty Weapon**

Bite

Kick

Punch

Damage

1d pi+

1d+2 cr

1d+1 cr

Reach

C

C,1

C

Lvl(Pry)ST

9 (No)

7 (No)

9 (7)

Notes**Cost****Weight****RANGED WEAPONS****Qty Weapon**

6 1 lb. Rocks

Damage

1d-1 cr

Acc

0

Range

30 / 30

RoF

1

Shots

1(1)

Lvl

10

ST

1

Bulk

0

Rcl

0

LC No

0

Cost

0

Weight

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**

- 1 Iconograph (Professional/Minimal)
20 Iconograph Paint and Paper (per picture)

Location**Cost**

10

Weight

1.5

2

1

APPEARANCE

A gargoyle. You know, looks like architecture. Actually, IS architecture.

POINTS SUMMARY

Attributes/Secondary Characteristics	[30]
Advantages/Perks/TL/Languages/Cultural Familiarity	[47]
Disadvantages/Quirks	[-32]
Skills/Standardised Spells	[30]
Other	[]