



Name: Myrina Joanschild
Race: Human
Appearance: A graceful, even feline redheaded woman in stylish, mostly leather garb.

Player:
Ht: 5'9" Wt: 140 lbs. Age: 27

Spent: 150
Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	11	[2]	Basic Speed	7	[10]
DX	14	[80]	Will	13	[10]	Basic Move	6	[-5]
IQ	11	[20]	Per	11	[0]	BL	20 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-2	Sw 1d

TL	5	+ 2	[0]	SM	+0
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Vision	11	Fright Check	15*	Broad Jump	3 yd
Hearing	11	Consciousness	12	Money	441
Touch	11	Death Check	12		
Taste/Smell	11	High Jump	2.17 ft		

* +2 from 'Combat Reflexes'

HP 3, 0, -11, -22, -33, -44, -55 FP 3, 0, -12

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	11	10	9	8	7

PARRY		PARRY		BLOCK		DODGE		OTHER	
11*		12*		9*		11*			
DX		Brawling		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	1	0	2	—	Groin	3/2*	0	—	—
Neck	0	0	—	—	Arms	1*	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	3/2*	0	6	—
Torso	1*	0	—	—	Feet	1*	0	4	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Cond. -2 from 'Social Stigma (Minority Group: Independent, Armed Woman)'	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
Ancient Greek	—	Semi-Lit.	[1]
English (Native)	Native	Native	[0]
Latin	—	Semi-Lit.	[1]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's)	[-5]
Curious (15 or less, *0.5)	[-2]
Easy to Read	[-10]



DISADVANTAGES (continued)	
Name	Pts
Social Stigma (Minority Group: Independent, Armed Woman)	[-10]

QUIRKS	
Name	Pts
Dresses fancy to please herself, and no-one else.	[-1]
Resentful of but loyal to the Sisterhood of Penthesilea	[-1]
Unfamiliar with flirtation and Sex Appeal - responds, but with confusion	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	12	DX-2	[1]
Airshipman/TL5+2	12	IQ+1	[2]
Beam Weapons/TL5+2 (Pistol)	14	DX+0	[1]
Brawling	16	DX+2	[4]
Parry: 12			
Climbing	13	DX-1	[1]
Fast-Draw (Knife)	15*	DX+1	[1]
Guns/TL5+2 (Grenade Launcher)	14	DX+0	[1]
Knife	14	DX+0	[1]
Parry: 10			
Leadership	10	IQ-1	[1]
Navigation/TL5+2 (Air)	10	IQ-1	[1]
Shiphandling/TL5+2 (Airship)	11	IQ+0	[4]
Stealth	14	DX+0	[2]
Survival (Arctic)	10	Per-1	[1]
Survival (Woodlands)	10	Per-1	[1]
Wrestling	15	DX+1	[4]
Parry: 11			
* +1 from 'Combat Reflexes'			

EQUIPMENT			
Qty	Item	Cost	Weight
1	Bomb Gun (Also does 4d cr ex follow-up explosion. Min ST is using integral bipod, which also makes it braced; ST 13 if shoulder-fired.; TL5+2)	450	15.9 lb
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Notes: +1 to HT rolls to protect eyes. Location: eyes	40	—
1	Large Knife (TL0) {p. B272, B276} Description: TL:0 LC:4 \par [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2] \par [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife] \par [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [11]	40	1 lb

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb
1	Monocular, Superior (TL5+1) Notes: Gives Telescopic Vision 2	30	1.6 oz
1	Ordinary Clothes (Status +0; TL0; Fancy) {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	240	4 lb
1	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Shoes (TL1; Ornate) {p. B284} Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	2 lb
2	Small Knife (TL0) {p. B272, B276} Per Unit - Cost: 30, Weight: 8 oz Description: TL:0 LC:4 \par [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1] \par [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife] \par [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	60	1 lb
3	Spare Bomb Gun Shells (TL5+2) Per Unit - Cost: 1.6, Weight: 1.11 lb	4.8	3.33 lb
1	Spare Pistol Power Cell (TL5+2)	4	8 oz
1	Studded Leather Skirt (TL1) {p. B283} Description: TL:1 LC:-- DR:3/2* Locations: groin, legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: groin, legs	60	4 lb

LOAD-OUTS			
Qty	« Regular Load »	Cost	Weight
1	Goggles (Tinted, Non-Fragmenting; TL5+1) Location: eyes	40	—
1	Large Knife (TL0)	40	1 lb
1	Leather Jacket (TL1) Location: arms, torso	50	4 lb
1	Monocular, Superior (TL5+1)	30	1.6 oz
1	Ordinary Clothes (Status +0; TL0)	240	4 lb
1	Pistol Raygun (TL5+2^)	500	2.5 lb
1	Shoes (TL1) Location: feet	80	2 lb
2	Small Knife (TL0)	60	1 lb
1	Spare Pistol Power Cell (TL5+2)	4	8 oz
1	Studded Leather Skirt (TL1) Location: groin, legs	60	4 lb
Totals:		1104	19.1 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[137]
Advantages, Perks		[17]
Disadvantages, Quirks		[-30]
Skills, Techniques		[26]
Total Points Spent:		150
Unspent Points:		0

NOTES
<p>You were born into the Sisterhood of Penthesilea, a female separatist community on an outlying colony world. The Sisterhood believes that men are hopelessly dedicated to oppressing women, and that the only way to escape this was to have as little to do with them as possible; parplanetary travel has enabled the establishment of a female-run community beyond the dead reach of traditional society. Of course, men might still be a threat - but women who so choose, it has turned out, can master the unpleasant but effective arts of combat, well enough to defend their freedom.</p> <p>However, as you grew up, you found yourself restlessly interested in the universe beyond the Sisterhood's township. This led you into conflict with the community's leadership, and eventually you were more or less exiled.</p> <p>In the wider world, you found that your combat training and practical education could make you a valued worker, at least in groups such as small airship crews who cannot afford to be too narrow-minded. Learning further skills, you soon attained a little standing in that world, and have now become second-in-command of this small roaming vessel.</p> <p>.</p>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d-2 cr	C	—	—	
Brawling: Bite	16	—	1d-2 cr	C	—	—	
Brawling: Kick	14	—	1d-1 cr	C,1	—	—	
Large Knife: Swing	14	10	1d-2 cut	C,1	6	4	
Large Knife: Thrust	14	10	1d-2 imp	C	6	4	[1]
Small Knife: Swing	14	10	1d-3 cut	C,1	5	4	
Small Knife: Thrust	14	10	1d-3 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Bomb Gun (Also does 4d cr ex follow-up explosion. Min ST is using integral bipod, which also makes it braced; ST 13 if shoulder-fired.)	14	5d pi++	2	315 yd / 1.48 mi	1	1(3i)	9†	-6	6	2	
Large Knife	10	1d-2 imp	—	8 yd / 15 yd	1	T(1)	6	-2	—	4	
Pistol Raygun	14	2d burn, sur	2	200 yd / 1.14 mi	3	20	7	-3	1	3	
Small Knife	10	1d-3 imp	—	5 yd / 10 yd	1	T(1)	5	-1	—	4	