

LOW LIFE



Name **Klepto Smelfon**

Race **Smelf**

Rank **Novice**

XP

Description

A haughty, arrogant asshole of a smelf always walking around with his nose in the air

ATTRIBUTES

Agility

4 6 8 10 12

Smarts

4 6 8 10 12

Spirit

4 6 8 10 12

Strength

4 6 8 10 12

Vigor

4 6 8 10 12

Pace (base 6")

2+3 Parry (2+ Half Fighting)

5 Toughness (2 + Half Vigor)

0 Charisma Power Points

10

HINDRANCES

Arrogant - you know best... always... about everything.

Hard of Hearing - -2 to all hearing Notice rolls

Small (even for a Smelf) - -1 to Toughness (already factored in)

SKILLS

4 6 8 10 12

Weirdness

4 6 8 10 12

Shooting

4 6 8 10 12

Taunt

4 6 8 10 12

Gambling

4 6 8 10 12

Guts

4 6 8 10 12

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Weapon Range ROF Damage Weight Notes

Staff of Ass Whupping STR +2

- Parry Bonus +3

- Armor Penetration +2

Armor Type Location Protection Weight Notes

WOUNDS

-1

-2

-3

X

FATIGUE

-1

-2

X

EDGES

Nasal Targeting - +2 to all shooting and throwing rolls.

Nimble Little Guy - Agility starts at d6 (already factored in)

Nosebloat - can bloat nose and rise vertically up to 10 yorts

Shnozz to be reckoned with - +2 armor against attacks to the head, +2 to smelf based Notice rolls

Weirdo - you can create arcane devices

Extra Power - you start with one additional Weirdo gadget

NOTES

CLAMS

Wght Carried

Wght Limit

Enc. Penalty

Injuries

[illegible][illegible]

Spd.

When rubbed on a weapon, this disgusting gunk allows the weapon to do +2 damage for three rounds (+4 damage with a Raise). You carry 5 tubes of this horrid stuff.

These vials contain distilled skepticism seasoned with a dash of cynical bitterness. When thrown or poured over a magical item or spell, they have a chance of dispelling its effects. Make an opposed roll using Weirdness against the arcane skill of the caster. If your roll is higher the effect is dispelled. You carry three vials of this stuff.

This staff fires a bolt of nasty energy. If it hits the target (use Shooting skill) it does 3d6 damage. There are five bolts stored in the staff that can be used before it needs to be recharged.

[illegible]

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Injuries