

NAME:
PLAYER:
OCCUPATION:

CLASS: FERAL URCHIN, NERD
ALIGNMENT:
XP:

LEVEL:

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
LUCK DIE:
SNEAK DIE:
FAVORED WEAPONS:



COMBAT
SPEED:
ACTION DICE:
INIT:
CRIT DIE:
CRIT TABLE: ||
ATTACK BONUS:

HD: d6
HP:

SAVE
REFLEX:
FORTITUDE:
WILL:

SPECIAL ABILITIES:

Trained in boomerang, blowgun, chain, club, dagger, garrotte, grenade, handaxe, javelin, pistols, rifles, shortbow, short sword, sling, slingshot, spear, shuriken, and staff.

Sneak Die adds to move silent and hide attempts.

Luck Die can be used for self or others. For others, one item they carry breaks or is lost.

It can be a weapon, 1 step of armor, or other (~3 sp per Luck point) of your choosing.

Nerd skills (see USG Table C7). d20 + Intelligence bonus + skill bonus.

+1 language/Int bonus. DC 8+ to modify pistols and rifles to child size.

EQUIPMENT:

TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE: d8			
SPECIAL:			

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

NERD SKILL	
Weapon Tinkering (INT)	
Bot Repair (INT)	
Computer Use (INT)	
Vehicle Repair (INT)	
General Tech (INT)	