



Name: Ahdanji
 Race: Khajiit
 Appearance: Female Pahmar-Raht (Tigris)

Player:
 Ht: 5' Wt: 35st Age: 190 mo Spent: 160
 Unspent: -10

CHARACTER SHEET

ST 18 [40]	HP 20 [4]	Basic Speed 6 [-5]
DX 13* [12]	Will 11 [20]	Basic Move 10 [20]
IQ 7 [-60]	Per 12 [25]	BL 65 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d+2 Sw 3d
TL 3 [0]	SM +1	

* Includes: +2 from 'DX Bonus from Khajiit'

Vision 12	Taste/Smell 12	Death Check 12
Hearing 12	Fright Check 13*	Broad Jump 5.67 yd
Touch 12	Consciousness 12	High Jump 1.39 yd

* Includes: +2 from 'Combat Reflexes'

HP 6, 0, -20, -40, -60, -80, -100 **FP** 3, 0, -12

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	65 lb	130 lb	195 lb	390 lb	650 lb
Ground	10 yd	8 yd	6 yd	4 yd	2 yd
Water	2 yd	1 yd	1 yd	1 yd	1 yd
Jump	10 yd	8 yd	6 yd	4 yd	2 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
10*	10*	8*	10*	0+1 †
DX	DX	DX	None	Torso

* Includes: +1 from 'Combat Reflexes'

† Includes: +1 from 'Damage Resistance'

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +2 from 'Catburglary', -2 from 'Disturbing Voice (Guttural, hard to understand)'

TEMPLATES AND META-TRAITS

Name	Pts
Birthsign: The Lord	10
Vulnerability (Fire; Occasional; x1.5)	-15
Regeneration (Regular: 1HP/Hr)	25
Quadruped	-35
Extra Legs (4 Legs)	5
Horizontal	-10
No Fine Manipulators	-30
Race: Khajiit	96
Catburglary 2	10
DX Bonus from Khajiit	40
Catfall	10
Roll to halve damage from a fall: 13 (DX)	
Claws (Sharp Claws)	5
Flexibility	5
Night Vision 9	9
Perfect Balance	15
Teeth (Sharp Teeth)	1
Fur	1

ADVANTAGES

Name	Pts
Catburglary 2	10
Catfall	10
Roll to halve damage from a fall: 13 (DX)	
Claws (Sharp Claws)	5
Combat Reflexes	15
Damage Resistance 1	5
DX Bonus from Khajiit	40
Flexibility	5
Night Vision 9	9
Perfect Balance	15
Regeneration (Regular: 1HP/Hr)	25
Teeth (Sharp Teeth)	1
Temperature Tolerance 1	1

PERKS

Name	Pts
Fur	1

DISADVANTAGES

Name	Pts
Berserk (12 or less)	-10
Bloodlust (12 or less)	-10
Disturbing Voice (Guttural, hard to understand)	-10
Impulsiveness (12 or less)	-10
Vulnerability (Fire; Occasional; x1.5)	-15

SKILLS

Name	Level	Relative	Pts
Acrobatics	14*	DX+1	1
Brawling	15	DX+2	4
Parry: 11			
Intimidation	12	Will+1	4
Jumping	15	DX+2	4
Karate	16	DX+3	16
Parry: 12			
Stealth	14†	DX+1	1

* Includes: +2 from 'Catburglary', +1 from 'Perfect Balance'

† Includes: +2 from 'Catburglary'

TECHNIQUES

Name	Level	Relative	Pts
Jump Kick (Karate)	13	def+1	2

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	76
Advantages, Perks	127
Disadvantages, Quirks	-75
Skills, Techniques	32

Total Points Spent: 160

Unspent Points: -10

DESCRIPTION

The Pahmar-Raht, born under a full Masser with a waning Secunda, are large, four-legged and striped; outsiders tend to mistake them for tigers. At home in the jungles of the south or the desert-plains of the north, they tend to hunt solitary.

Like maybe a quarter of Pahmar, Ahdanji can speak, though only gutturally. Those who know her can understand her easily enough. Ahdanji is easily recognized, as her left side has no stripes; she has learned to attack from the left to avoid this being a disadvantage to her camouflage. She spent her early years alone in the jungle. Her first litter has grown up, and now she wants a second.

Some time ago, Do'Shavir chased several humans into her territory. Ahdanji tore their throats out with such vicious efficiency that Do'Shavir invited her to join his cause, wiping out the human menace from Elsweyr. Ahdanji gladly agreed, happy for the opportunity to kill bare-skins. It's a point of pride that no pink creature has yet survived an encounter with her.

Name	MELEE ATTACKS		Damage	Reach	ST	LC	Notes
	Skill	Parry					
Brawling: Punch	15	11	1d+2 cut	C,1	-	-	
Brawling: Bite	15	-	1d+2 cut	C,1	-	-	
Brawling: Kick	13	-	1d+2 cut	C,1	-	-	
Jump Kick (Karate)	13	-	1d+6 cut	1,2	-	-	
Karate: Punch	16	12	1d+3 cut	C,1	-	-	
Karate: Kick	14	-	1d+3 cut	C,1	-	-	