



Name: Dar'Rakha

Race: Khajiit

Appearance: Male Ohmes (bipedal). Yellow shawl and complex facial tattoos.

Player:

Ht: 5' 1"

Wt: 7st 10lb

Age: 284 mo

Spent: 159

Unspent: -9

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 5.5 [0]
DX 12* [-20]	Will 9 [0]	Basic Move 7† [0]
IQ 9 [-20]	Per 9 [0]	BL 29 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]	SM +0	

* Includes: +2 from 'DX Bonus from Khajiit', +1 from 'DX Bonus from Birthsign: The Thief'
 † Includes: +2 from 'Basic Move Bonus from Birthsign: The Thief'

Vision 9	Taste/Smell 9	Death Check 10
Hearing 9	Fright Check 9	Broad Jump 3.67 yd
Touch 9	Consciousness 10	High Jump 2.67 ft

HP 3, 0, -12, -24, -36, -48, -60 **FP** 3, 0, -10

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
10	9	7	8	0
Knife	DX	DX	None	Torso

REACTION MODIFIERS

Appearance: +0
 Status: +0
 Other: +0*
 * Conditional: +2 from 'Catburglary', -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation

TEMPLATES AND META-TRAITS

Name	Pts
Birthsign: The Thief	45
Basic Move Bonus from Birthsign: The Thief	10
DX Bonus from Birthsign: The Thief	20
Luck	15
Race: Khajiit	96
Catburglary 2	10
DX Bonus from Khajiit	40
Catfall	10
Roll to halve damage from a fall: 12 (DX)	
Claws (Sharp Claws)	5
Flexibility	5
Night Vision 9	9
Perfect Balance	15
Teeth (Sharp Teeth)	1
Fur	1

ADVANTAGES

Name	Pts
Basic Move Bonus from Birthsign: The Thief	10
Catburglary 2	10
Catfall	10
Roll to halve damage from a fall: 12 (DX)	
Claws (Sharp Claws)	5
DX Bonus from Birthsign: The Thief	20
DX Bonus from Khajiit	40
Flexibility	5
Luck	15
Mind Reading (Shabhira)	15
Roll to Mind Read; R-Will: 9 (IQ)	
Mindlink (Shabhira; 1 person)	5
Night Vision 9	9
Perfect Balance	15
Teeth (Sharp Teeth)	1
Telecommunication (Telesend; Shabhira)	15
Roll to Communicate: 9 (IQ)	

PERKS

Name	Pts
Fur	1

DISADVANTAGES

Name	Pts
Bloodlust (12 or less)	-10
Impulsiveness (12 or less)	-10
Low Self-Image	-10
On the Edge (12 or less)	-15

SKILLS

Name	Level	Relative	Pts
Acrobatics	15*	DX+3	4
Brawling	14	DX+2	4
Parry: 10			
Climbing	22†	DX+10	16
Knife	17	DX+5	16
Parry: 10			
Lockpicking/TL3	12‡	IQ+3	4
Stealth	15‡	DX+3	4

* Includes: +2 from 'Catburglary', +1 from 'Perfect Balance'
 † Includes: +2 from 'Catburglary', +3 from 'Flexibility', +1 from 'Perfect Balance'
 ‡ Includes: +2 from 'Catburglary'

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	-20
Advantages, Perks	176
Disadvantages, Quirks	-45
Skills, Techniques	48
Total Points Spent:	159
Unspent Points:	-9

DESCRIPTION

The Ohmes, born under under a new Masser with a full Secunda, are bipedal, with thin fur - when they travel, they are often mistaken for Bosmer, the wood-elves who live to the West.

Rakha is the younger brother of Shabhira. Rakha could never cast magic, and spent his youth in the shadow of his sister. But he learned he liked the shadows, and made up in dextrous skill what he lacked in magical power. People call him Dar'Rakha (Rakha the Thief) these days, and he is one of the best climbers in his clan.

Dar'Rakha and Shabhira share an empathic link. They have never heard of anybody else with this ability, so they've kept it secret. They always know what the other is feeling, and if they're close enough they can "talk" with their minds. The siblings have often protected their clan, dissuading enemies before they get close enough for a real fight.

Dar'Rakha wears very dark clothes for a Khajiit, with patches of dark orange and grey to blend in with the desert sand and shadows. Tattoos cover almost all of his face; they have no meaning except as the last thing his Imperial victims see.

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	10	1d-1 cut	C	-	-	
Brawling: Bite	14	-	1d-1 cut	C	-	-	
Brawling: Kick	12	-	1d cut	C,1	-	-	
Dagger	17	10	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	8	1d-2 imp	-	6 yd / 12 yd	1	T(1)	5	-1	-	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Dagger	20	4 oz
Description: TL:1 LC:4, [Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).],[Dam:thr-1 imp ACC:0 Range:ST*0.5/ST*1 ROF:1 Shots:T(1) ST:5 Bulk:-1 Rcl:- Skill:Thrown Weapon (Knife), DX-4]			