



Name: Ma'Dato
Race: Khajiit
Appearance: Male Alfiq (House-cat)

Player: Spent: 160
Ht: 8" Wt: 10lb Age: 20 moos Unspent: -10

CHARACTER SHEET

ST 4	[-60]	HP 6	[4]	Basic Speed 6.25	[0]
DX 15*	[24]	Will 11	[20]	Basic Move 12†	[20]
IQ 7	[-60]	Per 12	[25]	BL 3.2 lb	(ST×ST)/5
HT 10	[0]	FP 10	[0]	Thr 1d-5	Sw 1d-4
TL 3	[0]			SM -3	

* 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 12	Taste/Smell 12	Death Check 10
Hearing 12	Fright Check 13*	Broad Jump 7 yd
Touch 12	Consciousness 10	High Jump 1.72 yd

* Includes: +2 from 'Combat Reflexes'

HP 1, 0, -6, -12, -18, -24, -30 **FP** 3, 0, -10

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	3.2 lb	6.4 lb	9.6 lb	19.2 lb	32 lb
Ground	12 yd	9 yd	7 yd	4 yd	2 yd
Water	2 yd	1 yd	1 yd	1 yd	1 yd
Jump	12 yd	9 yd	7 yd	4 yd	2 yd
Dodge	12	11	10	9	8

PARRY	PARRY	BLOCK	DODGE	DR
11*	11*	9*	12†	0
DX	DX	DX	None	Torso

* Includes: +1 from 'Combat Reflexes'
† Includes: +1 from 'Combat Reflexes', +2 from 'Enhanced Dodge'

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Catburglary'

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]
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: 15 (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: 15 (DX)	
Claws (Sharp Claws)	[5]
Combat Reflexes	[15]
Danger Sense	[15]
Roll: 12 (Per)	
DX Bonus from Birthsign: The Thief	[20]
DX Bonus from Khajiit	[40]
Enhanced Dodge 2	[30]
Flexibility	[5]

ADVANTAGES (continued)

Name	Pts
Luck	[15]
Night Vision 9	[9]
Perfect Balance	[15]
Silence 2	[10]
Teeth (Sharp Teeth)	[1]

PERKS

Name	Pts
Fur	[1]

DISADVANTAGES

Name	Pts
Cannot Speak	[-15]
Curious (12 or less)	[-5]
Impulsiveness (12 or less)	[-10]
Trickster (12 or less)	[-15]

SKILLS

Name	Level	Relative	Pts
Acrobatics	19*	DX+4	[8]
Brawling	17	DX+2	[4]
Parry: 12			
Jumping	21	DX+6	[20]
Stealth	23†	DX+8	[24]

* Includes: +2 from 'Catburglary', +1 from 'Perfect Balance'
† Includes: +2 from 'Catburglary'; Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[-27]
Advantages, Perks	[211]
Disadvantages, Quirks	[-80]
Skills, Techniques	[56]

Total Points Spent: 160
Unspent Points: -10

DESCRIPTION

The Alfiq, born under a waning Masser and a full Secunda, are small four-legged creatures. Physically, they are similar to the small bestial cats kept in some homes in the Empire to the north. Mentally, they are keen, cunning, and understand the language of other Khajiit, though they can't talk.

Ma'Dato is still young, barely more than a kitten, though he has got into a wide variety of scrapes in his short life. He has a tendency to commit pranks on other Khajiit, such as sneaking into homes and hiding their belongings. He has a number of bruises, and has suffered broken bones (luckily he heals well).

A few weeks ago he snuck into the tent of a passing group of adventurers. A girl by the name of Shabhira caught him stealing food; but before he had the chance to run away, she talked to him, and it was clear that she could hear his thoughts.

The adventurers were looking for a spy to help them. Ma'Dato's mother, whose robes he had torn apart that very morning in a fit of boredom, was happy to see the back of him, and Ma'Dato himself was excited to be able to prank humans instead of Khajiit.

Ma'Dato has dark grey fur, with a few white stripes. There are a couple of deep scratches where the fur won't grow back, but he's much more careful not to be caught these days.

Name	MELEE ATTACKS		Damage	Reach	ST	LC	Notes
	Skill	Parry					
Brawling: Punch	17	12	1d-5 cut	C	-	-	
Brawling: Bite	17	-	1d-5 cut	C	-	-	
Brawling: Kick	15	-	1d-5 cut	C,1	-	-	