

Portrait		Identity			Miscellaneous			150 Points				
		Name Lunarian Terranaut Title _____ Organization _____			Created Apr 3, 2024, 3:51 AM Modified Apr 18, 2024, 11:13 AM Player Anonymous			0 Unspent 0 Ancestry 204 Attributes 19 Advantages -97 Disadvantages 0 Quirks 24 Skills 0 Spells				
Primary Attributes		Secondary Attributes			Humanoid			Encumbrance, Move & Dodge				
[10] 9 Strength (ST)	[0] 15 Will	Roll	Location	DR	Level		Max Load	Move	Dodge			
[60] 13 Dexterity (DX)	[0] 15 Fright Check		Eyes	-9	2	0 None	16 lb	6	9			
[100] 15 Intelligence (IQ)	[0] 15 Perception (Per)	3-4	Skull	-7	8	1 Light	32 lb	4	8			
[30] 11 Health (HT)	[0] 15 Vision	5	Face	-5	2	2 Medium	48 lb	3	7			
Basic Damage		[0] 15 Hearing	6-7	Right Leg	-2	4	3 Heavy	96 lb	2	6		
1d-2 Basic Thrust	[0] 15 Taste & Smell	[0] 15 Touch	8	Right Arm	-2	4	4 X-Heavy	160 lb	1	5		
1d-1 Basic Swing	[0] 6 Basic Speed	[0] 6 Basic Move	9-10	Torso	+0	4	Lifting & Moving Things					
Point Pools		[0] 11 of 11 FP [Rested]	11	Groin	-3	4	16 lb Basic Lift					
[4] 11 of 11 HP [Healthy]	[0] 11 of 11 FP [Rested]	[4] 11 of 11 HP [Healthy]	12	Left Arm	-2	4	32 lb One-Handed Lift					
			13-14	Left Leg	-2	4	128 lb Two-Handed Lift					
			15	Hand	-4	0	192 lb Shove & Knock Over					
			16	Foot	-4	0	384 lb Running Shove & Knock Over					
			17-18	Neck	-5	0	240 lb Carry On Back					
				Vitals	-3	4	800 lb Shift Slightly					
±		Reaction										
-3 from others												
Melee Weapon					Usage	SL	Parry	Block	Damage	Reach	ST	
Natural Attacks					Bite	13	No	No	1d-3 cr	C		
Natural Attacks					Kick	11	No	No	1d-2 cr	C,1		
Natural Attacks					Punch	13	9	No	1d-3 cr	C		
Survival Knife						14	9	No	1d-3 cut	C,1	6	
Survival Knife						14	9	No	1d-2 imp	C	6	
Ranged Weapon			Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Auto Pistol, 9mm				14	2	2d+2 pi	150/1,850	3	15+1(3)	-2	2	9
Trait			Pts		Skill / Technique			SL	RSL	Pts		
Natural Attacks			0	B271	Guns/TL7 (Pistol)			14	DX+1	2	B198	
Extended Lifespan 2			4	B53	Knife			14	DX+1	2	B208	
Disturbing Voice			-10	B132	Electronics Operation/TL7 (Communications)			15	IQ	2	B189	
Social Stigma (Monster)			-15	B155	Electronics Operation/TL7 (Sensors)			15	IQ	2	B189	
Signature Gear 11			11	B85	Default: Electronics Operation/TL7 (Communications)-4							
<input checked="" type="checkbox"/> Floater For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).			-68	TS115	Environment Suit/TL7			14	DX+1	4	B192	
Reduced ST 2			-20		NBC Suit/TL7			14	DX+1	4	B192	
Reduced HT 2			-20		Computer Operation/TL7			16	IQ+1	2	B184	
Unnatural Features (Long Limbs, Atrophied Muscles) 2			-2	B22	Computer Operation/TL7			15	IQ	1	B184	
Vulnerability			-30	B161	Machinist/TL7			15	IQ	2	B206	
Crushing damage; Wounding x2					Electrician/TL7			15	IQ	2	B189	
Skill bonus (Free fall) 2			4		Body Language			14	Per-1	1	B181	
Carried Equipment (42.98 lb; \$98,174)					Uses	TL	LC					
<input checked="" type="checkbox"/> 1 Auto Pistol, 9mm TL +4						7	3	9,600	2.6 lb	9,600	2.6 lb	B278

✓	#	Carried Equipment (42.98 lb; \$98,174)	Uses	TL	LC					
✓	1	Survival Knife TL +2		5		180	1 lb	180	1 lb	HT200
✓	1	☑ Anti-G Suit TL +4 Terra Survival Suit. Not Suitable for Human Proportions		7		80,000	6 lb	88,160	35 lb	HT75
✓	1	Flashlight TL +3 10-yard beam. 2xS/5hrs.		6		160	1 lb	160	1 lb	HT52
✓	1	Light Body Armor (legs) TL +3		6		2,800	8 lb	2,800	8 lb	HT68
✓	1	Light Body Armor (arms) TL +3		6		2,400	5 lb	2,400	5 lb	HT68
✓	1	Composite Body Armor TL +3		6		1,200	6 lb	1,200	6 lb	HT66
✓	1	Gas Mask TL +3		6		800	4 lb	800	4 lb	HT72
✓	1	Heavy Helmet TL +3		6		800	5 lb	800	5 lb	HT70
✓	1	☑ Small First Aid Kit TL +4		6		160	1 lb	234	4.38 lb	HT221
✓	6	Battery (S)				1	0.33 lb	6	1.98 lb	HT13
✓	14	Bandages TL +2 One wound.		5		4	0.1 lb	56	1.4 lb	HT221
✓	6	Antibiotic TL +2 Per dose.		6	3	2	0 lb	12	0 lb	HT226