

PORTRAIT	IDENTITY		MISCELLANEOUS		250 POINTS
	NAME		CREATED	Oct 18, 2024, 2:10 PM	0 UNSPENT
	TITLE		MODIFIED	Oct 18, 2024, 3:25 PM	0 ANCESTRY
	ORGANIZATION		PLAYER		100 ATTRIBUTES
	DESCRIPTION				152 ADVANTAGES
GENDER		HEIGHT	0'	HAIR	
AGE		WEIGHT	0 lb	EYES	
BIRTHDAY		SIZE	+0	SKIN	
RELIGION		TL		HAND	
					0 QUIRKS
					48 SKILLS
					0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[0] 10 STRENGTH (ST)	[0] 12 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[40] 12 DEXTERITY (DX)	[0] 14 FRIGHT CHECK		EYES	-9	0	0 NONE	20 lb	6	10		
[40] 12 INTELLIGENCE (IQ)	[0] 12 PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	40 lb	4	9		
[20] 12 HEALTH (HT)	[0] 12 VISION	5	FACE	-5	0	2 MEDIUM	60 lb	3	8		
BASIC DAMAGE		6-7	RIGHT LEG	-2	0	3 HEAVY	120 lb	2	7		
1d-2 BASIC THRUST	[0] 12 HEARING	8	RIGHT ARM	-2	0	4 X-HEAVY	200 lb	1	6		
1d BASIC SWING	[0] 12 TASTE & SMELL	9-10	TORSO	+0	0	LIFTING & MOVING THINGS					
POINT POOLS		11	GROIN	-3	0	20 lb BASIC LIFT					
[0] 12 OF 12 FP [RESTED]	[0] 6 BASIC SPEED	12	LEFT ARM	-2	0	40 lb ONE-HANDED LIFT					
[0] 10 OF 10 HP [HEALTHY]	[0] 6 BASIC MOVE	13-14	LEFT LEG	-2	0	160 lb TWO-HANDED LIFT					
		15	HAND	-4	0	240 lb SHOVE & KNOCK OVER					
		16	FOOT	-4	0	480 lb RUNNING SHOVE & KNOCK OVER					
		17-18	NECK	-5	0	300 lb CARRY ON BACK					
			VITALS	-3	0	1,000 lb SHIFT SLIGHTLY					

CONDITION	
+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+1	to all HT rolls to stay conscious, avoid death, resist disease, or resist poison
+1	to initiative rolls for your side (+2 if you are the leader)

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	10	No	1d-3 cr	C	

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
1 Advantages	54		-	1 Combat			7		-
Combat Reflexes	15	B43	!	Brawling	13	DX+1	2	B182+	
Energy Reserve (Magic) 3	9	P119		Guns (Pistol)	12	DX	1	PY65:18	
Fit	5	B55	!	Innate Attack (Gaze)	12	DX	1	B201	
Luck	15	B66+	!	Knife	12	DX	1	B208	
Sorcery Talent 1	10	TSOR5		Wrestling	12	DX	2	B228+	
2 Perks	2		-	2 Military			20		-
Old Salt	1	ACT4:23	-	Climbing	12	DX	2	B183	
Sure-Footed (Shallow Water)	1	PU2:8	-	Savoir-Faire (Military)	13	IQ+1	2	B218+	
3 Sorcery <b>Alternate</b>	96		-	Soldier	13	IQ+1	4	B221	-
Disintegrate 1	35	B35+	!	Stealth	14	DX+2	8	B222	
HT Penalty 5; Negated Advantage (Reduced DR 10); Secondary Destruction; Accessibility (Inanimate objects only); Cosmic (Object disintegrates if destroyed); Fixed Duration; Malediction; Melee Attack (Reach C); No Signature; Sorcery				Swimming	14	HT+2	4	B224	-
Scryguard, Lesser 1	44	B35+	!	3 Naval			9		-
Scryguard, Lesser; Extended Duration (100x); Fixed Duration; Increased 1/2D (10x); No Signature; Sorcery				Boating (Motorboat)	12	DX	2	B180	-
Sense Life	26	B48+	!	Knot-Tying	12	DX	1	B203	-
Sorcery				Default: Seamanship-4					
Sorcerous Empowerment 5	60	TSOR4		Navigation (Sea)	12	IQ	2	B211	-
Telekinesis 12	25	B92+	!	Default: Seamanship-5					
Cannot Grapple; Cannot Punch; Cannot Throw; Sorcery; Lift Only				Seamanship	13	IQ+1	2	B185	-
				Survival (Island/Beach)	12	Per	2	B223	-
				4 Background			12		-

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
<b>Water Adaptation 1</b> Water Adaptation; Extended Duration (30x); Fixed Duration; Increased 1/2D (10x); No Signature; Sorcery	44	<u>B35+</u>	!	<b>Current Affairs (Headline News)</b>	12	IQ	1	<u>B186</u>	
☑ <b>4 Disadvantages</b>	-50		—	<b>Driving (Automobile)</b>	12	DX	2	<u>B188</u>	
<b>Duty (Commando)</b> FR: 15	-15	<u>B133</u>		<b>First Aid</b>	12	IQ	1	<u>B195</u>	
<b>Trait</b>	-35		—	<b>Thaumatology</b>	12	IQ	8	<u>B225</u>	
<b>Natural Attacks</b>	0	<u>B271</u>	—						
NOTE									
<b>Scryguard Lesser: Obscure 5 (Information Spells; Defensive, +50%; Magical, -10%; Stealthy, +100%) [24]</b>									
<b>Water Adaptation: Doesn't Breathe (Gills, -50%; Magical, -10%) [8] + Amphibious (Magical, -10%) [9] + Terrain Adaptation (Underwater; Magical, -10%) [9]</b>									