

PORTRAIT	IDENTITY		MISCELLANEOUS		62 POINTS	
	✂ NAME		CREATED	Oct 25, 2024, 8:26 AM	0 UNSPENT	
	TITLE		MODIFIED	Oct 25, 2024, 8:51 AM	0 ANCESTRY	
	ORGANIZATION		PLAYER		59 ATTRIBUTES	
DESCRIPTION					343 ADVANTAGES	
	✂ GENDER		✂ HEIGHT	0'	✂ HAIR	
	✂ AGE		✂ WEIGHT	0 lb	✂ EYES	
	✂ BIRTHDAY		SIZE	+3	✂ SKIN	
	RELIGION		TL		✂ HAND	
					-355 DISADVANTAGES	
					-1 QUIRKS	
					16 SKILLS	
					0 SPELLS	

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[90]	40 STRENGTH (ST)	[20]	10 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[24]	12 DEXTERITY (DX)	[0]	12 FRIGHT CHECK		EYES	-9	0		0 NONE	320 lb	4	9
[-80]	6 INTELLIGENCE (IQ)	[10]	8 PERCEPTION (PER)	3-4	SKULL	-7	5	1 LIGHT	640 lb	3	8	
[20]	12 HEALTH (HT)	[0]	8 VISION	5	FACE	-5	3	2 MEDIUM	960 lb	2	7	
BASIC DAMAGE		[0]	8 HEARING	6-7	RIGHT LEG	-2	3	3 HEAVY	1,920 lb	1	6	
4d+2 BASIC THRUST		[0]	8 TASTE & SMELL	8	RIGHT ARM	-2	3	4 X-HEAVY	3,200 lb	1	5	
7d BASIC SWING		[0]	8 TOUCH	9-10	TORSO	+0	3	LIFTING & MOVING THINGS				
POINT POOLS				11	GROIN	-3	3	320 lb BASIC LIFT				
[0]	12 OF 12 FP [RESTED]	[-20]	5 BASIC SPEED	12	LEFT ARM	-2	3	640 lb ONE-HANDED LIFT				
[0]	40 OF 40 HP [HEALTHY]	[-5]	4 BASIC MOVE	13-14	LEFT LEG	-2	3	2,560 lb TWO-HANDED LIFT				
				15	HAND	-4	3	3,840 lb SHOVE & KNOCK OVER				
				16	FOOT	-4	3	7,680 lb RUNNING SHOVE & KNOCK OVER				
				17-18	NECK	-5	3	4,800 lb CARRY ON BACK				
					VITALS	-3	3	16,000 lb SHIFT SLIGHTLY				

REACTION		CONDITION	
±		±	
-8	from others	+3	on all HT rolls to avoid knockdown and stunning
-2	from others in any situation where No Sense of Humor becomes evident	+6	on all IQ rolls to wake up or to recover from surprise or mental stun
-1	to new things	-5	to all rolls to notice interruptions while obsessed with a task
		+1	to initiative rolls for your side (+2 if you are the leader)
		+3	to resist torture
		+3	to rolls for any lengthy mental task you concentrate on to the exclusion of other activities, if the GM feels such focus would be beneficial
		-2	to ST vs. knockback

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Blunt Claws		Kick	12	No	No	6d+3 cr	C,1	
Blunt Claws		Punch	14	11	No	6d+2 cr	C	
Natural Attacks		Bite	14	No	No	5d+1 cr	C	

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS	
☑ 1 Advantages	343		Brawling	14	DX+2	4	B182+
Blunt Claws	3	B42+	Intimidation	15	Will+5	4	B202
Combat Reflexes	15	B43	Mount	14	DX+2	8	B210
Damage Resistance 3	15	B47+					
Dark Vision	25	B47+					
Doesn't Breathe	20	B49					
Doesn't Eat or Drink	10	B50					
Doesn't Sleep	20	B50					
Enhanced Move (Ground) 1.5	30	B52+					
High Pain Threshold	10	B59					
Immunity to All Mind Control	30	B81+					
Immunity to Metabolic Hazards	30	B81+					
Indomitable	15	B60					
Injury Tolerance	40	B60+					
No Blood; No Brain; No Eyes; No Vitals; Unliving							
Payload (BLx1) 10	10	B74					
See Invisible	15	B83+					
Spirits							

TRAIT		PTS	
	Single-Minded	5	<u>B85</u>
	Striking ST 2	10	<u>B88+</u>
	Temperature Tolerance 20	20	<u>B93</u>
	Unfazeable	15	<u>B95</u>
	Vacuum Support	5	<u>B96</u>
☑	2 Disadvantages	-356	
	Appearance	-25	<u>B21</u>
	Monstrous; Universal		
	Cannot Float	-1	<u>B165</u>
	Cannot Learn	-30	<u>B125</u>
	Cannot Speak (Mute)	-25	<u>B125</u>
	Dead Broke	-25	<u>B25</u>
	Dependency (Mana)	-25	<u>B130</u>
	Rarity: Very Common; Frequency: Constantly (Lose 1 HP per minute without it)		
	Fragile (Brittle)	-15	<u>B136</u>
➤	Meta-Trait: Automaton <span>Meta</span>	-85	<u>B263</u>
☑	Meta-Trait: Quadruped <span>Meta</span>	-35	<u>B263</u>
	Extra Legs (4)	5	<u>B54</u>
	Horizontal	-10	<u>B139</u>
	No Fine Manipulators	-30	<u>B145</u>
	No Sense of Smell/Taste	-5	<u>B146</u>
	Reprogrammable	-10	<u>B150</u>
	Skinny	-5	<u>B18</u>
	Social Stigma (Dead)	-20	<u>B155</u>
	Unhealing (Partial)	-20	<u>B160</u>
	Vulnerability	-30	<u>B161</u>
	Crushing; Wounding x2		
	Natural Attacks	0	<u>B271</u>