

PORTRAIT	IDENTITY		MISCELLANEOUS		250 POINTS
	NAME		CREATED	Nov 4, 2024, 9:53 AM	0 UNSPENT
	TITLE		MODIFIED	Nov 4, 2024, 10:55 AM	0 ANCESTRY
	ORGANIZATION		PLAYER		153 ATTRIBUTES
DESCRIPTION					66 ADVANTAGES
	GENDER		HEIGHT	0'	-40 DISADVANTAGES
	AGE		WEIGHT	0 lb	0 QUIRKS
	BIRTHDAY		SIZE	+0	71 SKILLS
	RELIGION		TL		0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[40]	14 STRENGTH (ST)	[0]	11 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[80]	14 DEXTERITY (DX)	[0]	14 FRIGHT CHECK		EYES	-9	0		0 NONE	50 lb	6	10
[20]	11 INTELLIGENCE (IQ)	[0]	11 PERCEPTION (PER)	3-4	SKULL	-7	2	1	LIGHT	100 lb	4	9
[20]	12 HEALTH (HT)	[0]	11 VISION	5	FACE	-5	0	2	MEDIUM	150 lb	3	8
BASIC DAMAGE		[0]	11 HEARING	6-7	RIGHT LEG	-2	0	3	HEAVY	300 lb	2	7
1d+2 BASIC THRUST		[0]	11 TASTE & SMELL	8	RIGHT ARM	-2	0	4	X-HEAVY	500 lb	1	6
2d BASIC SWING		[0]	11 TOUCH	9-10	TORSO	+0	0	LIFTING & MOVING THINGS				
		[-10]	6 BASIC SPEED	11	GROIN	-3	0	50 lb BASIC LIFT				
		[0]	6 BASIC MOVE	12	LEFT ARM	-2	0	100 lb ONE-HANDED LIFT				
				13-14	LEFT LEG	-2	0	400 lb TWO-HANDED LIFT				
				15	HAND	-4	0	600 lb SHOVE & KNOCK OVER				
				16	FOOT	-4	0	1,200 lb RUNNING SHOVE & KNOCK OVER				
				17-18	NECK	-5	0	750 lb CARRY ON BACK				
					VITALS	-3	0	2,500 lb SHIFT SLIGHTLY				

POINT POOLS		CONDITION	
[3]	13 OF 13 FP [RESTED]	+3	on all HT rolls to avoid knockdown and stunning
[0]	14 OF 14 HP [HEALTHY]	+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 HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth.
		+1	to initiative rolls for your side (+2 if you are the leader)
		+3	to resist torture
		+5	to your effective HT whenever you roll to recover lost HP or to see if you can get over a crippling injury

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Natural Attacks		Bite	16	No	No	1d+2 cr	C	
Natural Attacks		Kick	14	No	No	1d+3 cr	C,1	
Natural Attacks		Punch	16	12	No	1d+2 cr	C	

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS
1 Advantages	62	1 Combat			26
Combat Reflexes	15 <a href="#">B43</a>	Artillery (Guided Missile)	11	IQ	2 <a href="#">B178</a>
Fearlessness 1	2 <a href="#">B55+</a>	Brawling	16	DX+2	4 <a href="#">B182+</a>
Fit	5 <a href="#">B55</a>	Fast-Draw (Knife)	15	DX+1	1 <a href="#">B194+</a>
Hard to Kill 1	2 <a href="#">B58</a>	Gunner (Beams)	15	DX+1	2 <a href="#">B198</a>
High Pain Threshold	10 <a href="#">B59</a>	Gunner (Machine Gun)	15	DX+1	2 <a href="#">B198</a>
Luck	15 <a href="#">B66+</a>	Default: Gunner (Beams)-4			
Rapid Healing	5 <a href="#">B79</a>	Guns (LAW)	14	DX	1 <a href="#">PY65:18</a>
Unfazeable	8 <a href="#">B95</a>	Default: Guns (Long Arm)-4			
Familiar Horrors		Guns (Long Arm)	15	DX+1	2 <a href="#">PY65:18</a>
2 Perks	4	Burst-Fire	15	+0	2 <a href="#">PY65:19</a>
Huge Weapons (ST) 1	1 <a href="#">PU2:6</a>	Default: Guns (Long Arm)-2			
On the Bounce 1	1 <a href="#">PY12:9</a>	Payload Warhead	15	+0	2 <a href="#">PY65:19</a>
Suit Familiarity (Battlesuit)	1 <a href="#">PU2:9</a>	Default: Guns (Long Arm)-2			
Upside-Down (Knife)	1 <a href="#">ACT4:23</a>	Guns (Pistol)	14	DX	1 <a href="#">PY65:18</a>
3 Disadvantages	-40	Default: Guns (Long Arm)-4			
Duty (Military)	-10 <a href="#">B133</a>	Knife	14	DX	1 <a href="#">B208</a>
FR: 12		Liquid Projector (Flamethrower)	14	DX	1 <a href="#">B205</a>
Trait	-30	Spear	13	DX-1	1 <a href="#">B208</a>
Natural Attacks	0 <a href="#">B271</a>				

SKILL / TECHNIQUE		SL	RSL	PTS	
	Two-Handed Axe/Mace	14	DX	2	<u>B208</u>
	Wrestling	14	DX	2	<u>B228+</u>
☑	2 Military			18	
	Camouflage	11	IQ	1	<u>B183</u>
	Forward Observer	11	IQ	2	<u>B196</u>
	Navigation (Land)	11	IQ	2	<u>B211</u>
	NBC Suit	14	DX	1	<u>B192</u>
	Default: Battlesuit-2				
	Parachuting	15	DX+1	2	<u>B212</u>
	Savoir-Faire (Military)	11	IQ	1	<u>B218+</u>
	Soldier	13	IQ+2	8	<u>B221</u>
	Stealth	13	DX-1	1	<u>B222</u>
☑	3 Battlesuit			14	
	Armoury (Battlesuits)	12	IQ+1	4	<u>B178</u>
	Battlesuit	15	DX+1	4	<u>B192</u>
	Electronics Operation (Communications)	11	IQ	2	<u>B189</u>
	Electronics Operation (Sensors)	11	IQ	2	<u>B189</u>
	Default: Electronics Operation (Communications)-4				
	Piloting (Flight Pack)	14	DX	2	<u>B214</u>
☑	4 Physical			9	
	Climbing	13	DX-1	1	<u>B183</u>
	Hiking	12	HT	2	<u>B200</u>
	Jumping	14	DX	1	<u>B203+</u>
	Rappelling	14	+1	2	<u>ACT3:18</u>
	Default: Climbing-1				
	Swimming	13	HT+1	2	<u>B224</u>
	Throwing	13	DX-1	1	<u>B226</u>
☑	5 Background			4	
	Current Affairs (Headline News)	11	IQ	1	<u>B186</u>
	Driving (Automobile)	13	DX-1	1	<u>B188</u>
	First Aid	12	IQ+1	2	<u>B195</u>