


PORTRAIT	IDENTITY		MISCELLANEOUS		250 POINTS
	NAME		CREATED	Nov 12, 2024, 11:03 AM	0 UNSPENT
	TITLE		MODIFIED	Nov 12, 2024, 1:53 PM	0 ANCESTRY
	ORGANIZATION		PLAYER		115 ATTRIBUTES
DESCRIPTION					
	GENDER		HEIGHT	0'	HAIR
	AGE		WEIGHT	0 lb	EYES
	BIRTHDAY		SIZE	+0	SKIN
	RELIGION		TL		HAND
					133 ADVANTAGES
					-50 DISADVANTAGES
					0 QUIRKS
					52 SKILLS
					0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[10]	11 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	25 lb	6	10
[40]	12 INTELLIGENCE (IQ)	[5]	13 PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	50 lb	4	9	
[20]	12 HEALTH (HT)	[0]	13 VISION	5	FACE	-5	0	2 MEDIUM	75 lb	3	8	
BASIC DAMAGE		[0]	13 HEARING	6-7	RIGHT LEG	-2	0	3 HEAVY	150 lb	2	7	
1d-1 BASIC THRUST		[0]	13 TASTE & SMELL	8	RIGHT ARM	-2	0	4 X-HEAVY	250 lb	1	6	
1d+1 BASIC SWING		[0]	13 TOUCH	9-10	TORSO	+0	0	LIFTING & MOVING THINGS				
POINT POOLS				11	GROIN	-3	0	25 lb BASIC LIFT				
[0]	12 OF 12 FP [RESTED]	[0]	6 BASIC SPEED	12	LEFT ARM	-2	0	50 lb ONE-HANDED LIFT				
[0]	11 OF 11 HP [HEALTHY]	[0]	6 BASIC MOVE	13-14	LEFT LEG	-2	0	200 lb TWO-HANDED LIFT				
				15	HAND	-4	0	300 lb SHOVE & KNOCK OVER				
				16	FOOT	-4	0	600 lb RUNNING SHOVE & KNOCK OVER				
				17-18	NECK	-5	0	375 lb CARRY ON BACK				
					VITALS	-3	0	1,250 lb SHIFT SLIGHTLY				

±	REACTION	±	CONDITION
+2	from sapient being with whom you actively interact (converse, lecture, etc.)	+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+2	to Influence rolls	+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-2 cr	C	
Natural Attacks		Kick	11	No	No	1d-1 cr	C,1	
Natural Attacks		Punch	13	10	No	1d-2 cr	C	

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS
1 Advantages	130	1 Mecha Pilot			13
Absolute Direction	10	Piloting (Mecha)	18	DX+6	4
3D Spatial Sense		Default: Piloting (Flight Pack)-4			
Charisma 2	10	Gunner (Beams)	18	DX+6	4
Fit	5	Gunner (Cannon)	16	DX+4	1
Combat Reflexes	15	Default: Gunner (Beams)-4			
Never freeze		Gunner (Machine Gun)	16	DX+4	1
Luck	15	Default: Gunner (Beams)-4			
Military Rank 4	20	Force Sword	12	DX	2
Danger Sense	15	Electronics Operation (Communications)	11	IQ-1	1
Talent (Hot Pilot) 4	20	2 Military			20
Talent (Born War Leader) 4	20	Leadership	18	IQ+6	2
2 Perks	3	Savoir-Faire (Military)	16	IQ+4	1
Acceleration Tolerance	1	Intelligence Analysis	14	IQ+2	1
Penetrating Voice	1	Strategy (Space)	14	IQ+2	1
Seasoned Spacer	1	Tactics	14	IQ+2	1
3 Disadvantages	-50	Brawling	13	DX+1	2
Duty (Military)	-10	Observation	13	Per	2
FR: 12		Diplomacy	12	IQ	4
Trait	-40	Guns (Pistol)	12	DX	1
Natural Attacks	0	Intimidation	12	Will	2
		Stealth	12	DX	2

SKILL / TECHNIQUE		SL	RSL	PTS	
	Judo	10	DX-2	1	<u>B203+</u>
☑	3 Spacer			11	
	Navigation (Space)	17	IQ+5	1	<u>B211</u>
	Piloting (Flight Pack)	16	DX+4	1	<u>B214</u>
	Piloting (High-Performance Spacecraft)	16	DX+4	1	<u>B214</u>
	Free Fall	14	DX+2	2	<u>B197</u>
	Spacer	13	IQ+1	2	<u>B185</u>
	Astrobatatics	12	DX	2	<u>B174+</u>
	Vacc Suit	12	DX	2	<u>B192</u>
☑	4 Background			8	
	Administration	12	IQ	2	<u>B174</u>
	Computer Operation	12	IQ	1	<u>B184</u>
	Driving (Automobile)	12	DX	2	<u>B188</u>
	Teaching	12	IQ	2	<u>B224</u>
	Mechanic (Mecha)	11	IQ-1	1	<u>B207</u>
	Mechanic (Spaceship)	7	IQ-5	0	<u>B207</u>