

PORTRAIT	IDENTITY		MISCELLANEOUS		400 POINTS
	NAME		CREATED	Jan 13, 2025, 9:38 AM	7 UNSPENT
	TITLE		MODIFIED	Jan 13, 2025, 10:14 AM	234 ANCESTRY
	ORGANIZATION		PLAYER		119 ATTRIBUTES
DESCRIPTION					
	GENDER		HEIGHT	0'	HAIR
	AGE		WEIGHT	0 lb	EYES
	BIRTHDAY		SIZE	+1	SKIN
	RELIGION		TL	10	HAND
					0 SPELLS

PRIMARY ATTRIBUTES	SECONDARY ATTRIBUTES	HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[9] 19 STRENGTH (ST)	[0] 14 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[60] 17 DEXTERITY (DX)	[0] 16 FRIGHT CHECK		EYES	-9	100	0	NONE	304 lb	10	12
[40] 14 INTELLIGENCE (IQ)	[0] 14 PERCEPTION (PER)	3-4	SKULL	-7	152		1 LIGHT	608 lb	8	11
[10] 15 HEALTH (HT)	[0] 14 VISION	5	FACE	-5	100		2 MEDIUM	912 lb	6	10
BASIC DAMAGE		6-7	RIGHT LEG	-2	100		3 HEAVY	1,824 lb	4	9
4d+1 BASIC THRUST	[0] 14 HEARING	8	RIGHT ARM	-2	100		4 X-HEAVY	3,040 lb	2	8
7d-1 BASIC SWING	[0] 14 TASTE & SMELL	9-10	TORSO	+0	150		LIFTING & MOVING THINGS			
	[0] 14 TOUCH	11	GROIN	-3	100		304 lb	BASIC LIFT		
	[0] 8 BASIC SPEED	12	LEFT ARM	-2	100		608 lb	ONE-HANDED LIFT		
	[0] 10 BASIC MOVE	13-14	LEFT LEG	-2	100		2,432 lb	TWO-HANDED LIFT		
		15	HAND	-4	100		3,648 lb	SHOVE & KNOCK OVER		
		16	FOOT	-4	100		7,296 lb	RUNNING SHOVE & KNOCK OVER		
		17-18	NECK	-5	100		4,560 lb	CARRY ON BACK		
			VITALS	-3	150		15,200 lb	SHIFT SLIGHTLY		

POINT POOLS	
[0] 15 OF 15 FP [RESTED]	
[0] 19 OF 19 HP [HEALTHY]	

±	REACTION	±	CONDITION
-2	from experienced NPCs	+3	on all HT rolls to avoid knockdown and stunning
+1	from others	+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+1	from others in close confines	+2	to all HT rolls to stay conscious, avoid death, resist disease, resist poison
+2	from those who hold you in high regard for being a , in a Feared way.	-1	to attempts to track you by scent
+2	from young or naive individuals who believe you are as good as you say you are	+1	to initiative rolls for your side (+2 if you are the leader)
-1	to orders, insults, or social slights	+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	17	No	No	4d cr	C	
Natural Attacks	Kick	15	No	No	4d+1 cr	C,1	
Natural Attacks	Punch	17	12	No	4d cr	C	
Thrusting Broadsword (SM+1)	Swing	18	13	No	8d+1(5) cut	1	15
Thrusting Broadsword (SM+1)	Thrust	18	13	No	5d+4(5) imp	1	15

RANGED WEAPON	USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Gyroc LSW, 15mm	Follow-Up	18	0	1d cr ex [1d-1]	1,900	10	30(5)	-4	1	10+
Gyroc LSW, 15mm	HEMP	18	2	5dx2(5) imp inc	1,900	10	30(5)	-4	1	10+

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS
1 Genetics: Atlas Ancestry	234	Battlesuit/TL10	18	DX+1	4 B192
2 Advantages	50	Broadsword	18	DX+1	4 B208
Social Regard (Feared) 2	10 B87	Guns/TL10 (Gyroc)	18	DX+1	2 B198
Combat Reflexes	15 B43	Electronics Operation/TL10 (Communications)	14	IQ	2 B189
Very Fit	15 B55	Law (Empire)	14	IQ	4 B204
High Pain Threshold	10 B59	Leadership	14	IQ	2 B204
3 Disadvantages	-35	Navigation/TL10 (Land)	14	IQ	2 B211
Duty (Cosmo Marine)	-20 B133	Savoir-Faire (Military)	14	IQ	1 B218+
FR: 15; Extremely Hazardous		Stealth	17	DX	2 B222
Fanaticism (Empire)	-15 B136	Computer Operation/TL10	14	IQ	1 B184
Natural Attacks	0 B271	First Aid/TL10	14	IQ	1 B195

✓ #	CARRIED EQUIPMENT (507.75 LB; \$71,900)	USES	TL	LC				
✓ 1	Heavy Battlesuit Super Jump 1. 10 yr. power supply.		10	1	20,000	480 lb	20,000	480 lb UT186

✓	#	CARRIED EQUIPMENT (507.75 LB; \$71,900)	USES	TL	LC						
✓	1	Heavy Battlesuit: Helmet		10	1	10,000	20 lb	10,000		20 lb	<u>UT186</u>
		10 yr. power supply.									
✓	1	Gyroc LSW, 15mm		9	1	1,400	1 lb	1,400		1 lb	<u>UT145</u>
✓	1	Thrusting Broadsword (SM+1)		2		40,500	6.75 lb	40,500		6.75 lb	<u>LT55</u>
		Superfine Vibroblade									