


Portrait	Identity	Miscellaneous	225 Points
	✂ Name: André Morgan Title: _____ Player: P.P.A.	Created: Apr 7, 2021 at 5:34 PM Modified: Apr 8, 2021 at 11:02 PM Options: wpmkstC	0 Unspent 0 Race 100 Attributes 122 Advantages -50 Disadvantages -5 Quirks 58 Skills 0 Spells
	Description		
Gender: Male	✂ Height: 6' 2"	✂ Hair: Dark Blue, Straight, Very Long	
✂ Age: 28	✂ Weight: 168 lb	✂ Eyes: Sunglasses	
✂ Birthday: Feb 29	Size: + 0	✂ Skin: Olive	
Religion: Vitrus	TL: 6	Hand: Right	

Attributes	Fatigue Points	Humanoid Locations	Encumbrance, Move & Dodge
[0] 10 Strength (ST) [40] 12 Dexterity (DX) [60] 13 Intelligence (IQ) [0] 10 Health (HT)	Current [0] Basic Tired Collapse Unconscious	Roll Where Penalty DR - Eye -9 0 3-4 Skull -7 4 5 Face -5 2 6-7 Right Leg -2 2 8 Right Arm -2 2 9-10 Torso 0 2 11 Groin -3 2 12 Left Arm -2 2 13-14 Left Leg -2 2 15 Hand -4 2 16 Foot -4 2 17-18 Neck -5 2 - Vitals -3 2	Level Max Load Move Dodge • 0 None 20 lb 5 9 1 Light 40 lb 4 8 2 Medium 60 lb 3 7 3 Heavy 120 lb 2 6 4 X-Heavy 200 lb 1 5
[0] 13 Will 15 Fright Check	Hit Points [0] 1 Current 3 Reeling 0 Collapse -1 Check #1 -2 Check #2 -3 Check #3 -4 Check #4 -5 Dead		Lifting & Moving Things
[0] 5.5 Basic Speed [0] 5 Basic Move			20 lb Basic Lift 40 lb One-Handed Lift 160 lb Two-Handed Lift 240 lb Shove & Knock Over 480 lb Running Shove & Knock Over 300 lb Carry On Back 1,000 lb Shift Slightly
[0] 13 Perception (Per) 13 Vision 15 Hearing 13 Taste & Smell 13 Touch			
1d-2 Basic Thrust 1d Basic Swing			

Modifier	Reaction
+ 1	from followers of your deity
+ 2	from others who can hear your voice
+ 1	from sapient being with whom you actively interact (converse, lecture, etc.)
+ 4	from those attracted to members of your sex, +2 from everyone else
+ 1	to Influence rolls

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	12	No	No	1d-3 cr	C	
Natural Attacks	Kick	10	No		1d-2 cr	C,1	
Natural Attacks	Punch	12	10		1d-3 cr	C	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Charisma 1	5	B41	▼ Combat			23	
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43	Acrobatics	12	DX+0	4	B174
Detect Magic; Vague	3	B48	Breath Control	8	HT-2	1	B182
Language: Galician Spoken (Accented); Written (Accented)	4	B24	Broadsword	11	DX-1	1	B208
Language: Yanqui Native; Spoken (Native); Written (Native)	0	B24	Cloak	11	DX-1	1	B184
Luck Defensive Usable once per hour of play	12	B66	Fast-Draw (Knife)	13	DX+1	1	B194
Medium	10	B68	Judo Allows parrying two different attacks per turn, one with each hand.	11	DX-1	2	B203
Natural Attacks	0	B271	Jumping	13	DX+1	2	B203
▼ Physical	30		Knife	12	DX+0	1	B208
Appearance Handsome	12	B21	Parry Missile-Weapons	10	DX-2	1	B212
			Stealth	13	DX+1	4	B222
			Tactics	11	IQ-2	1	B224
			Thrown Weapon (Knife)	14	DX+2	4	B226
			▼ Magic			7	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55	Artist (Illusion)	12	IQ-1	2	B179
Hard to Kill 1 +1/level to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death (due to heart failure, poison, etc.). 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.	2	B58	Exorcism	13	Will+0	4	B193
			Occultism	12	IQ-1	1	B212
			Professional			8	
			Merchant	12	IQ-1	1	B209
				12	IQ-1	1	
Honest Face +1 to trained Acting skill for the sole purpose of "acting innocent"	1	B101		12	IQ-1	1	
			Voice	10	B97		
Quirks	-4		Connoisseur (Visual Arts)	12	IQ-1	1	B185
Broad-Minded	-1	B163	Detect Lies Default: Body Language - 4	11	Per-2	1	B187
Congenial	-1	B164	Diplomacy	13	IQ+0	1	B187
Humble	-1	B164	Enthrallment	11	Will-2	1	B191
Like Beauty	-1	B164	Erotic Art	11	DX-1	1	B192
Secrets	17		Fast-Talk	14	IQ+1	1	B195
	-5		Leadership	13	IQ+0	1	B204
2	6		Literature	11	IQ-2	1	B205
3	6		Observation	12	Per-1	1	B211
1	-5		Persuade	12	Will-1	2	B191
	-10		Poetry	12	IQ-1	1	B214
1	-1		Public Speaking	15	IQ+2	1	B216
Vow Minor Marriage	-5	B161	Sex Appeal	12	HT+2	2	B219
	13		Suggest	11	Will-2	1	B191
Acute Hearing 2	4	B35	Swimming	10	HT+0	1	B224
2	10						
1	9						
;	18						
	9						
	14						
2	10						
;							
Sense of Duty Those in need of hope	-10	B153					
Weirdness Magnet	-15	B161					