


Portrait	Identity	Miscellaneous	218 Points
	Name: <a href="#">Bildr Skornbrekker</a> Title: <a href="#">"Doctor"</a> Player: <a href="#">P.P.A.</a>	Created: Oct 13, 2020 at 9:38 PM Modified: Dec 29, 2020 at 12:54 PM Options: wmdkstC	<b>26</b> Unspent -10 Race 60 Attributes 144 Advantages -40 Disadvantages -5 Quirks 43 Skills 0 Spells
	Description		
Gender: <a href="#">Male</a> Age: <a href="#">35</a> Birthday: <a href="#">Oct 31</a> Religion: <a href="#">Gnostic</a>	Height: <a href="#">4' 2"</a> Weight: <a href="#">134 lb</a> Size: <a href="#">-1</a> TL: <a href="#">6</a>	Hair: <a href="#">None; braided red beard</a> Eyes: <a href="#">Amber</a> Skin: <a href="#">Fair</a> Hand: <a href="#">Right</a>	

Attributes	Fatigue	Hit Locations				Encumbrance, Move & Dodge			
		Roll	Where	Penalty	DR	Level	Max Load	Move	Dodge
[0] <a href="#">11</a> Strength (ST)	Current	-	Eye	-9	0	• 0 None	24 lb	5	8
[0] <a href="#">10</a> Dexterity (DX)	[0] Basic	3-4	Skull	-7	2	1 Light	48 lb	4	7
[60] <a href="#">13</a> Intelligence (IQ)	Tired	5	Face	-5	0	2 Medium	72 lb	3	6
[0] <a href="#">11</a> Health (HT)	Collapse	6-7	Right Leg	-2	0	3 Heavy	144 lb	2	5
[0] <a href="#">13</a> Will	Unconscious	8	Right Arm	-2	0	4 X-Heavy	240 lb	1	4
13 Fright Check		9-10	Torso	0	0	<b>Lifting &amp; Moving Things</b>			
[0] <a href="#">5.25</a> Basic Speed	Hit Points	11	Groin	-3	0	24 lb Basic Lift			
[0] <a href="#">5</a> Basic Move	[0] Basic	12	Left Arm	-2	0	48 lb One-Handed Lift			
[0] <a href="#">13</a> Perception (Per)	: Reeling	13-14	Left Leg	-2	0	192 lb Two-Handed Lift			
13 Vision	( Collapse	15	Hand	-4	0	288 lb Shove & Knock Over			
13 Hearing	. Check #1	16	Foot	-4	0	576 lb Running Shove & Knock Over			
13 Taste & Smell	. Check #2	17-18	Neck	-5	0	360 lb Carry On Back			
14 Touch	. Check #3	-	Vitals	-3	0	1,200 lb Shift Slightly			
1d-1 Basic Thrust	. Check #4								
1d+1 Basic Swing	. Dead								

Modifier	Reaction
-2	from experienced NPCs
-1	from individuals sensitive to criticism or insults that you interact with
+1	from patients
+2	from young or naive individuals who believe you are as good as you say you are

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	10	No	No	1d-2 cr	C	
Natural Attacks	Kick	8	No		1d-1 cr	C,1	
Natural Attacks	Punch	10	8		1d-2 cr	C	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Comfortable Wealth Starting wealth is twice normal	10	B25	Medicine			18	
Gizmo 1	5	B57	Diagnosis/TL6	14	IQ+1	4	B187
▼ Dwarf	-10		First Aid/TL6 Default: Esoteric Medicine	15	IQ+2	2	B195
Bad Sight (Nearsighted) Limited (Only in bright light) -6 to Vision rolls to spot items more than 1 yd away; -2 to all melee attacks; double actual distance to the target when calculating the range modifier for ranged attacks	-20	B123	Esoteric Medicine	12	Per-1	1	B192
Increased Health 1	10	B14	Physician/TL6	12	IQ-1	1	B213
Increased Strength 1	10	B14	Surgery/TL6 Default: Physician/TL6 - 5	14	IQ+1	8	B223
Low TL 3	-15	B22	Veterinary/TL6 Default: Surgery/TL6 - 5	12	IQ-1	1	B228
Resistant Metabolic Hazards; +3 to all HT rolls to resist; +1	5	B81	Electronics Operation/TL6 (Medical)	13	IQ+0	1	B189
Language: Dwarven Native; Spoken (Native); Written (Native)	0	B24	▼ Robotics			13	
Language: Galician Spoken (None); Written (Accented)	2	B24	Engineer/TL6 (Robotics) Default: Mechanic/TL6 (Robotics) - 6	14	IQ+1	8	B190
			Mechanic/TL6 (Robotics)	13	IQ+0	2	B207
			Armoury/TL6 (Battlesuits)	13	IQ+0	2	B178

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Language: Visigardian Spoken (Broken); Written (Accented)	3	B24	Mathematics/TL6 (Applied) Default: Engineer/TL6 (Robotics) - 5	11	IQ-2	1	B207
Language: Yanqui Spoken (Accented); Written (Native)	5	B24	Guns/TL6 (Sidearms)	11	DX+1	2	B198
Luck Usable once per hour of play	15	B66	Wrestling	9	DX-1	1	B228
▼ Mental	55		Observation	12	Per-1	1	B211
Ailurophobia (Cats) CR: 12 (Resist Quite Often) This includes all felines: lions, tigers, panthers, etc.	-5	B149	Research/TL6	13	IQ+0	2	B217
Curious CR: 6 (Resist Rarely) Make a self-control roll when presented with an interesting item or situation	-10	B129	Battlesuit/TL6	11	DX+1	4	B192
Eidetic Memory	5	B51	Weird Science	11	IQ-2	2	B228
Gadgeteer Quick	50	B57					
High TL 3	15	B23					
Impulsiveness CR: 15 (Resist Almost All The Time) Make a self-control roll whenever it would be wise to wait and ponder. If you fail, you must act	-5	B139					
Overconfidence CR: 12 (Resist Quite Often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!	-5	B148					
Pacifism: Cannot Harm Innocents You may fight – you may even start fights – but you may only use deadly force on a foe that is attempting to do you serious harm. Capture is not “serious harm” unless you are already under penalty of death or have a Code of Honor that would require suicide if captured. You never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved – particularly if they are “ordinary folks.”	-10	B148					
Single-Minded +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. You tend to ignore everything else while obsessed and have -5 to all rolls to notice interruptions.	5	B85					
Talent (Healer) 1 Modern	10	B90+					
Versatile +1 on any task that requires creativity or invention, including most rolls against Artist skill and all Engineer rolls for new inventions	5	B96					
Natural Attacks	0	B271					
▼ Physical	-1						
Acute Touch 1	2	B35					
Alcohol Tolerance +2 on all HT rolls related to drinking	1	B100					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Light Sleeper Whenever you must sleep in an uncomfortable place, or whenever there is more than the slightest noise, you must make a HT roll in order to fall asleep. On a failure, you can try again after one hour, but you will suffer all the usual effects of one hour of missed sleep.	-5	B142					
No Hangover	1	B101					
▼ Quirks	-5						
Chauvinistic	-1	B163					
Distinctive Features (Robotic little fingers) +1 to others' attempts to identify or follow you	-1	B165					
Doesn't actually have a doctorate	-1	B162					
Imaginative	-1	B164					
Vow Hippogryphic(?) Oath, don't kill your patients or something like that	-1	B165					
Accessory (Lighter) Left little finger	1	B100					
Accessory (Scalpel) Right little finger	1	B100					
Utility Glasses Breakable (6 DR, SM-8); Can Be Stolen ▼ Empty glasses frame w/ flashlight, can insert lenses for described effects, Ready maneuver to take out lens kit	8						
Microscopic Vision 2 Takes Extra Time (2s Ready time to slot & adjust the lens); Temporary Disadvantage (One Eye)	4	B68					
Telescopic Vision 3 Max. -80%; No Targeting; Takes Extra Time (2d Ready time to slot & adjust the lenses); Temporary Disadvantage (Farsighted)	3	B92					
Integrated Flashlight Turning flashlight on/off is a free action	1						

Qty	Carried Equipment (5.25 lb; \$210)	Uses	\$	Weight	\$	Weight	Ref
1	Long Coat		50	5 lb	50	5 lb	HT64
1	▼ Utility Frame Glasses frame, integrated flashlight, can hold up to 3 lenses per eye		0	0 lb	160	0.25 lb	
1	Eyeglasses Empty frame		150	0 lb	150	0 lb	HT225
1	Micro-Flashlight 1-yard beam. T/2hrs.		10	0.25 lb	10	0.25 lb	HT52