


Portrait 	Identity		Miscellaneous		230 Pd
	✂ Name: Andrianalona Title: Pearl-Eyed Mlrage Player: P.P.A.		Created: Apr 7, 2021 at 5:34 PM Modified: Apr 9, 2021 at 7:04 PM Options: wpmkdstC		0 Unspe 0 Race 100 Attribu 126 Advan -50 Disadv -5 Quirks 59 Skills 0 Spells
Description					
Gender: Male		✂ Height: 6' 2"	✂ Hair: Dark Blue, Straight, Very Long		
✂ Age: 419		✂ Weight: 168 lb	✂ Eyes: Pearl		
✂ Birthday: New Moon		Size: + 0	✂ Skin: Olive		
Religion: The Way		TL: 6	Hand: Right		

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

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	
Saber	Swung	11	9F	No	1d cut	1	8
Saber	Thrust	11	9F	No	1d imp	1	8
Small Throwing Knife	Swung	6	5	No	1d-3 cut	C,1	5
Small Throwing Knife	Thrust	6	5	No	1d-3 imp	C	7

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Small Throwing Knife	Thrown	14	1	1d-3 imp	8/15	1	T(1)	0		5

Advantages & Disadvantages	Pts	Ref	Skills				
Charisma 1	5	B41	▾ Combat 22				
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	Fast-Draw (Knife)	13	DX+1	1	B194
Language: Yanqui Native; Spoken (Native); Written (Native)	0	B24	Judo Allows parrying two different attacks per turn, one with each hand.	10	DX-1	2	B203
			Jumping	13	DX+1	2	B203
			Knife	12	DX+0	1	B208

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Luck Defensive Usable once per hour of play	12	B66	Parry Missile-Weapons	10	DX-2	1	B212
Medium	10	B68	Saber	12	DX+0	1	B208
Mist Control Limited (Humidity); Pact (Vow)	18		Stealth	12	DX+1	4	B222
Blessed Heroic Feats, water elemental waifu's love	9	B40	Tactics	11	IQ-2	1	B224
Illusion (Fata Morgana) Visual Only Water droplets directed to reflect light as desired	14	P94	Thrown Weapon (Knife)	14	DX+2	4	B226
Obscure (Vision) 2 Defensive; Stealthy Dense fog	10	B72	▼ Magic			7	
Natural Attacks	0	B271	Artist (Illusion)	12	IQ-1	2	B179
▼ Perks	5		Exorcism	13	Will+0	4	B193
Airy Wind moves hair and clothes even indoors	1		Occultism	12	IQ-1	1	B212
Armor Familiarity (Saber) Let you ignore one encumbrance level	1	MA49	▼ Professional			9	
Honest Face +1 to trained Acting skill for the sole purpose of "acting innocent"	1	B101	Filch	13	DX+1	4	B195
Sure Footed (Naval Training) Let you ignore bad footing.	1	HT250+	Holdout	12	IQ-1	1	B200
Weapon Bond Saber You own a Weapon that is uniquely suited to you.	1	HT250+	Merchant	12	IQ-1	1	B209
▼ Physical	29		Navigation/TL5 (Sea)	12	IQ-1	1	B211
Appearance Handsome	12	B21	Smuggling	12	IQ-1	1	B221
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	Swimming	8	HT+0	1	B224
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	▼ Social			21	
Voice	10	B97	Acting	12	IQ-1	1	B174
▼ Quirks	-5		Body Language	12	Per-1	1	B181
Broad-Minded	-1	B163	Carousing	10	HT+0	1	B183
Congenial	-1	B164	Connoisseur (Visual Arts)	12	IQ-1	1	B185
Humble	-1	B164	Detect Lies Default: Body Language - 4	11	Per-2	1	B187
Like Beauty	-1	B164	Diplomacy	13	IQ+0	1	B187
Unnatural Features (Pearl-like iris) 1 Mitigator: sunglasses	-1	B22	Enthrallment	11	Will-2	1	B191
▼ Secrets	-13		Erotic Art	11	DX-1	1	B192
			Fast-Talk	14	IQ+1	1	B195
			History (Personal Experience)	12	IQ-1	2	B200
			Leadership	13	IQ+0	1	B204
			Literature	11	IQ-2	1	B205
			Observation	12	Per-1	1	B211
			Persuade	12	Will-1	2	B191
			Poetry	12	IQ-1	1	B214
			Public Speaking	15	IQ+2	1	B216
			Sex Appeal	12	HT+2	2	B219
			Suggest	11	Will-2	1	B191

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Code of Honor (Pirate's) Always avenge an insult, regardless of the danger; your buddy's foe is your own; never attack a fellow crewman or buddy except in a fair, open duel.	-5	B127					
Damage Resistance 2 Tough Skin (Effects that just require skin contact or a scratch ignore this DR)	6	B47					
Extended Lifespan 3	6	B53					
Low TL 1	-5	B22					
Secret Identity (Pearl-Eyed Mirage) Utter Rejection Historical pirate & warlord	-10	B152					
Vow Minor Marriage & fidelity to shèn wife	-5	B161					
Sense of Duty Those in need of hope	-10	B153					
Weirdness Magnet	-15	B161					
▼ Wind Control	13						
Acute Hearing 2	4	B35					
Silence 2 +2/level to Stealth when you are perfectly motionless, or +1/level if moving (even in armor, etc.). These bonuses help only when hearing is the only sense that can be used to detect you.	10	B85					
Super Jump 1 High: 52"/4.3 ft/1 yd, Long: 18 ft/6 yds, Move: 5.5	10	B89					

Qty	Carried Equipment (32.192 lb; \$5,336)	Uses	\$	Weight	\$	Weight	Ref
1	▼ Attire		0	0 lb	1,306	27.192 lb	
1	Sunglasses		50	0 lb	50	0 lb	HT71
1	Changshan Long dark blue silken robe, lightly embroidered with an oriental dragon and cloud motif.		1,176	24.192 lb	1,176	24.192 lb	
1	Boots Flexible.		80	3 lb	80	3 lb	HT68
1	Saber Etching (Oriental cloud frieze design etched along the blade's length); Fine		3,850	2 lb	3,850	2 lb	LT61
6	Small Throwing Knife		30	0.5 lb	180	3 lb	LT75