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|--|--|---|--|
| Portrait  | Identity Name: Green Man Title: Green Man Religion: | Player Information Player: Benjamin Campaign: Created On: Aug 4, 2014 | 168 Points Race: 0 Attributes: 87 Advantages: 395 Disadvantages: -314 Quirks: 0 Skills: 0 Spells: 0 Earned: 0 |
| | Description Race: Unknown Height: 7' 4" Hair: Gender: None Weight: Age: Size: + 1 Eyes: Birthday: TL: 4 Skin: Hand: | | |

| Attributes Strength (ST): 13 Dexterity (DX): 10 Intelligence (IQ): 12 Health (HT): 12 Will: 12 Fright Check: 12 Basic Speed: 5.5 Basic Move: 5 Perception: 12 Vision: 12 Hearing: 12 Taste & Smell: 12 Touch: 12 thr: 1d sw: 2d-1 | Encumbrance, Move & Dodge <table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td>34 lb</td> <td>5</td> <td>8</td> </tr> <tr> <td>Light (1)</td> <td>68 lb</td> <td>4</td> <td>7</td> </tr> <tr> <td>Medium (2)</td> <td>102 lb</td> <td>3</td> <td>6</td> </tr> <tr> <td>Heavy (3)</td> <td>204 lb</td> <td>2</td> <td>5</td> </tr> <tr> <td>X-Heavy (4)</td> <td>340 lb</td> <td>1</td> <td>4</td> </tr> </tbody> </table> | Level | Max Load | Move | Dodge | • None (0) | 34 lb | 5 | 8 | Light (1) | 68 lb | 4 | 7 | Medium (2) | 102 lb | 3 | 6 | Heavy (3) | 204 lb | 2 | 5 | X-Heavy (4) | 340 lb | 1 | 4 | Hit Location <table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>8</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>10</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>8</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>8</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>8</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>8</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>8</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>8</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>8</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>8</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-5</td> <td>8</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-4</td> <td>8</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>8</td> </tr> </tbody> </table> | Roll | Where | - | DR | - | Eye | -9 | 8 | 3-4 | Skull | -7 | 10 | 5 | Face | -5 | 8 | 6-7 | R. Leg | -2 | 8 | 8 | R. Arm | -2 | 8 | 9-10 | Torso | 0 | 8 | 11 | Groin | -3 | 8 | 12 | L. Arm | -2 | 8 | 13-14 | L. Leg | -2 | 8 | 15 | Hand | -4 | 8 | 16 | Foot | -5 | 8 | 17-18 | Neck | -4 | 8 | - | Vitals | -3 | 8 | Fatigue/Hit Points Current FP: Basic FP: 12 Tired: 3 Collapse: 0 Unconscious: -12 Current HP: Basic HP: 13 Reeling: 4 Collapse: 0 Check #1: -13 Check #2: -26 Check #3: -39 Check #4: -52 Dead: -65 |
|---|---|----------|----------|------|-------|------------|--------------|----------|----------|-----------|--------------|----------|----------|------------|---------------|----------|----------|-----------|---------------|----------|----------|-------------|---------------|----------|----------|---|------|-------|---|----|---|-----|----|---|-----|-------|----|----|---|------|----|---|-----|--------|----|---|---|--------|----|---|------|-------|---|---|----|-------|----|---|----|--------|----|---|-------|--------|----|---|----|------|----|---|----|------|----|---|-------|------|----|---|---|--------|----|---|--|
| Level | Max Load | Move | Dodge | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| • None (0) | 34 lb | 5 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Light (1) | 68 lb | 4 | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Medium (2) | 102 lb | 3 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Heavy (3) | 204 lb | 2 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X-Heavy (4) | 340 lb | 1 | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Roll | Where | - | DR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| - | Eye | -9 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3-4 | Skull | -7 | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | Face | -5 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6-7 | R. Leg | -2 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | R. Arm | -2 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9-10 | Torso | 0 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | Groin | -3 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | L. Arm | -2 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13-14 | L. Leg | -2 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | Hand | -4 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 | Foot | -5 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 17-18 | Neck | -4 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| - | Vitals | -3 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lifting & Moving Things Basic Lift: 34 lb One-Handed Lift: 68 lb Two-Handed Lift: 272 lb Shove & Knock Over: 408 lb Running Shove & Knock Over: 816 lb Carry On Back: 510 lb Shift Slightly: 1,700 lb | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Advantages & Disadvantages | | Pts | Ref |
|---|---|------------|--------------|
| Life | | 328 | PW130 |
| Power Modifier (Nature), -20%. | | | |
| Healing | Xenohealing (All Carbon-Based Life), +60%; Psychic Healing, -10%. | 39 | B59 |
| Detect | Animals, Plants, or all Life, +30. | 24 | B48 |
| Animal Empathy | | 4 | B40 |
| Empathy | | 12 | B51 |
| Plant Empathy | | 4 | B75 |
| Regeneration | Fast (You recover 1 HP per minute), +50. | 40 | B80 |
| Resistant | any natural threat, +30. | 24 | B81 |
| Speak With Animals | | 20 | B87 |
| Speak With Plants | | 12 | B87 |
| Unaging | | 12 | B95 |
| Unkillable 2 | | 80 | B95 |
| Binding (Single Target / AoE / Wall) 5 | Engulping, +60%; Only Damaged by Burning or Cutting, +20%; Persistent (AoE Only), +40%; Area of Effect 2 (Radius = 2^lvl yards), +100%; Extended Duration 7 (Permanent), +150%; Selective Area, +20%; Selectivity (Choose which enhancements are active), +10%; Wall 2 (3 sq. yrd wall per yrd of radius in any shape. Rigid. [DR3, HP=damage dice/2]), +60%; No Wounding, -50%; Accurate 5, +25%; Guiding (Ignore Range Penalty), +50%. Pins Target(s); Cannot Wound; Single: Guided; AoE: Selective | 57 | B40 |
| Secret (Creates and Controls Life) | Possible Death, -30. | -30 | B152 |
| Wealth | Dead Broke (Starting wealth is \$0), -25. | -25 | B25 |
| Social Stigma (Monster) | -3 Reaction; +3 Intimidate (w/ upperhand) | -15 | B155 |
| Xenophilia | CR: 12 (Quite Often), +2 Fright Check Bonus. | -10 | B162 |
| Sense of Duty | Every Living Being, -20. | -20 | B153 |
| Guilt Complex | Suffer from Depression if harm comes to someone close to you | -5 | B137 |

| Advantages & Disadvantages | | Pts | Ref |
|---|--|-----|------|
| Weirdness Magnet | | -15 | B161 |
| Low TL 9 | | -45 | B22 |
| No Sense of Humor -2 Reaction (Situational) | | -10 | B146 |
| Clueless -2 Reaction; +4 to resist sex appeal; -4 Savoir-Faire; | | -10 | B126 |
| Innumerate Cannot perform many math-based actions/skills | | -5 | B140 |
| Pacifism: Cannot Harm Innocents | | -10 | B148 |
| Body Traits | | -42 | |
| Unnatural Features (Made of Wood) 2 | | -2 | B22 |
| Damage Resistance 8 Can't wear armor, -40%; Hardened 3 (Lowers Armor Divisor by 3 steps), +60%; Limited (Non-Burn), -20%; Tough Skin, -20%. | | 32 | B47 |
| Doesn't Breathe | | 20 | B49 |
| Doesn't Eat or Drink | | 10 | B50 |
| Vacuum Support | | 5 | B96 |
| Vulnerability Burn, -15; Wounding x4, x4. | | -60 | B161 |
| Unique | | -5 | B160 |
| Unusual Biochemistry Human medications have unusual effects | | -5 | B160 |
| Appearance Monstrous, -20. | | -20 | B21 |
| Noisy 1 -2 Stealth (or +2 to other's Sense) For sound related checks. | | -2 | B146 |
| Fragile (Combustible) | | -5 | B136 |
| Disturbing Voice -2 Reaction (conversation); | | -10 | B132 |
| Pyrophobia (Fire) CR: 12 (Quite Often). | | -5 | B150 |

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

| Ranged Weapons | | Usage | Lvl | Acc | Damage | Range | RoF | Shots | Bulk | Rd | ST |
|---|--|--------|-----|-----|--------|----------------|-----|-------|------|----|----|
| Binding (Single Target / AoE / Wall) Pins Target(s); Cannot Wound; Single: Guided; AoE: Selective | | AoE | 0 | 8 | 5d | 100 (radius 4) | 1 | N/A | - | 1 | - |
| Binding (Single Target / AoE / Wall) Pins Target(s); Cannot Wound; Single: Guided; AoE: Selective | | Single | 0 | 8 | 5d | 100 | 1 | N/A | | 1 | |

| Notes |
|---|
| <p>/** Reaction Modifiers **\ >-[Appearance]: -23 -Monstrous -Social Stigma (Monster) >-[Conversation]: -9 -Clueless -No Sense of Humor -Disturbing Voice -Social Stigma (Monster) >-[Reputation]: +0 <None> </p> |