

Portrait 	Identity	Player Information	168 Points
	Name: Natnuel Nanuk Title: _____ Religion: _____	Player: Xela Campaign: _____ Created On: Aug 4, 2014	Race: 0 Attributes: 159 Advantages: 73 Disadvantages: -122 Quirks: -1 Skills: 59 Spells: 0 Earned: 0
Description			
Race: Human	Height: 5' 8"	Hair: Dark, Straight, Medium	
Gender: Male	Weight: 157 lb	Eyes: Grey	
Age: 24	Size: + 0	Skin: Light Brown	
Birthday: April 28	TL: 13	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																														
Strength (ST): 10 Dexterity (DX): 12 Intelligence (IQ): 14 Health (HT): 10 Will: 14 Fright Check: 14 Basic Speed: 6 Basic Move: 11 Perception: 14 Vision: 14 Hearing: 14 Taste & Smell: 14 Touch: 14 thr: 1d-2 sw: 1d	<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>20 lb</td> <td>11</td> <td>9</td> </tr> <tr> <td>Light (1)</td> <td>40 lb</td> <td>8</td> <td>8</td> </tr> <tr> <td>Medium (2)</td> <td>60 lb</td> <td>6</td> <td>7</td> </tr> <tr> <td>Heavy (3)</td> <td>120 lb</td> <td>4</td> <td>6</td> </tr> <tr> <td>X-Heavy (4)</td> <td>200 lb</td> <td>2</td> <td>5</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>20 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>40 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>160 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>240 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>480 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>300 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>1,000 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	20 lb	11	9	Light (1)	40 lb	8	8	Medium (2)	60 lb	6	7	Heavy (3)	120 lb	4	6	X-Heavy (4)	200 lb	2	5	Lifting & Moving Things		Basic Lift:	20 lb	One-Handed Lift:	40 lb	Two-Handed Lift:	160 lb	Shove & Knock Over:	240 lb	Running Shove & Knock Over:	480 lb	Carry On Back:	300 lb	Shift Slightly:	1,000 lb	<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>30</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>32</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>30</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>30</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>30</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>30</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>30</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>30</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>30</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>30</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>30</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>30</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>30</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	30	3-4	Skull	-7	32	5	Face	-5	30	6-7	R. Leg	-2	30	8	R. Arm	-2	30	9-10	Torso	0	30	11	Groin	-3	30	12	L. Arm	-2	30	13-14	L. Leg	-2	30	15	Hand	-4	30	16	Foot	-4	30	17-18	Neck	-5	30	-	Vitals	-3	30	<table border="1"> <tbody> <tr> <td>Current FP: 10</td> </tr> <tr> <td>Basic FP: 10</td> </tr> <tr> <td>Tired: 3</td> </tr> <tr> <td>Collapse: 0</td> </tr> <tr> <td>Unconscious: -10</td> </tr> <tr> <td>Current HP: _____</td> </tr> <tr> <td>Basic HP: 12</td> </tr> <tr> <td>Reeling: 3</td> </tr> <tr> <td>Collapse: 0</td> </tr> <tr> <td>Check #1: -12</td> </tr> <tr> <td>Check #2: -24</td> </tr> <tr> <td>Check #3: -36</td> </tr> <tr> <td>Check #4: -48</td> </tr> <tr> <td>Dead: -60</td> </tr> </tbody> </table>	Current FP: 10	Basic FP: 10	Tired: 3	Collapse: 0	Unconscious: -10	Current HP: _____	Basic HP: 12	Reeling: 3	Collapse: 0	Check #1: -12	Check #2: -24	Check #3: -36	Check #4: -48	Dead: -60
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Gadgeteer Quick, +25.	50	B57	Armoury/TL13 (Battlesuits)	16	IQ+2	8	B178
Ally (ANNI/I) Point total (75% of your starting points), +3; Appears constantly (No roll required), x4.	12	B36	Armoury/TL13 (Heavy Weapons)	14	IQ+0	2	B178
Gizmo (Drone)	5	B57	Armoury/TL13 (Small Arms)	14	IQ+0	2	B178
Gizmo (Multitool)	5	B57	Computer Programming/TL13 (AI)	15	IQ+1	8	B184
Accessory (Tiny compact computer)	1	B100	Electronics Repair/TL13	14	IQ+0	2	B190
Broad-Minded	-1	B163	Engineer/TL13 (Artillery)	14	IQ+0	4	B190
Curious CR: 12 (Quite Often).	-5	B129	Engineer/TL13 (Electronics)	14	IQ+0	4	B190
Berserk CR: 12 (Quite Often).	-10	B124	Engineer/TL13 (Materials)	14	IQ+0	4	B190
Impulsiveness CR: 12 (Quite Often).	-10	B139	Force Sword	14	DX+2	8	B208
Pacifism: Cannot Harm Innocents	-10	B148	Machinist/TL13	14	IQ+0	2	B206
Dependant (ANNI/I) Point total (75% of your starting points), -2; Appears almost all the time (15-), x3; Loved one, x2.	-12	B131	Mathematics/TL13 (Applied)	12	IQ-2	1	B207
Absent-Mindedness	-15	B122	Mechanic/TL13	14	IQ+0	2	B207
Charitable CR: 12 (Quite Often).	-15	B125	Metallurgy/TL13	14	IQ+0	4	B209
On the Edge CR: 12 (Quite Often).	-15	B146	Piloting/TL13 (Mech)	14	DX+2	8	B214
Enemy (Former Employer) Large/Powerful Group, -30.	-30	B135					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Force Sword (Custom)	Swung	14	12	No	10d(5) burn	1,2	4
Natural	Kick w/Boots	10	No		1d-1 cr	C,1	
Natural	Punch	12	9		1d-3 cr	C	

Equipment (10 lb; \$33,500)	?	#	\$	W	\$	W	Ref
Energy Cloth Suit Flexible.	E	1	1,500	3 lb	1,500	3 lb	UT174
Force Sword (Custom)	E	1	10,000	2 lb	10,000	2 lb	B272

Equipment (10 lb; \$33,500)		?	#	\$	W	\$	W	Ref
Handheld Fusion Generator		C	1	22,000	5 lb	22,000	5 lb	

Notes