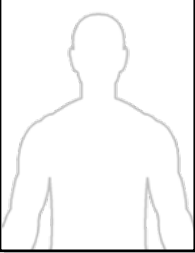


Portrait	Identity	Player Information	150 Points
	Name: Alan Kepler	Player: kreios	Race: 0
	Title: _____	Campaign: _____	Attributes: 85
	Religion: _____	Created On: 04-Dec-2015	Advantages: 60
Description			Disadvantages: -60
Race: Human	Height: 1.9 m	Hair: Brown, Wavy, Short	Quirks: 0
Gender: Male	Weight: 73 kg	Eyes: Brown	Skills: 64
Age: 25	Size: + 0	Skin: Light Brown	Spells: 0
Birthday: July 9	TL: 8	Hand: Right	Earned: 1

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 10	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 12	• None (0) 20 lb 6 10	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 12	Light (1) 40 lb 4 9	3-4 Skull -7 2	Tired: 3
Health (HT): 11	Medium (2) 60 lb 3 8	5 Face -5 0	Collapse: 0
Will: 11	Heavy (3) 120 lb 2 7	6-7 R. Leg -2 0	Unconscious: -11
Fright Check: 13	X-Heavy (4) 200 lb 1 6	8 R. Arm -2 0	Current HP: _____
Basic Speed: 6	Lifting & Moving Things		Basic HP: 10
Basic Move: 6	Basic Lift: 20 lb	9-10 Torso 0 0	Reeling: 3
Perception: 11	One-Handed Lift: 40 lb	11 Groin -3 0	Collapse: 0
Vision: 11	Two-Handed Lift: 160 lb	12 L. Arm -2 0	Check #1: -10
Hearing: 11	Shove & Knock Over: 240 lb	13-14 L. Leg -2 0	Check #2: -20
Taste & Smell: 11	Running Shove & Knock Over: 480 lb	15 Hand -4 0	Check #3: -30
Touch: 11	Carry On Back: 300 lb	16 Foot -4 0	Check #4: -40
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb	17-18 Neck -5 0	Dead: -50
		- Vitals -3 0	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	57		Combat				
Luck	15	B66	Brawling	13	DX+1	2	B182
Usable once per hour of play			Fast-Draw (Pistol)	13	DX+1	1	B194
Disadvantages	0		Fast-Draw/TL8 (Ammo)	13	DX+1	1	B194
Combat Reflexes	15	B43	Fast-Draw (Knife)	13	DX+1	1	B194
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)			Guns/TL8 (Long-Arm)	15	DX+3	8	B198
Unfazeable	15	B95	Targeted Attack Rifle/Vitals (Guns)	14	-1	2	
Night Vision 3	3	B71	Guns/TL8 (Pistol)	12	DX+0	1	B198
Fit	5	B55	Knife	13	DX+1	2	B208
+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)			Judo	11	DX-1	2	B203
Less Sleep 2	4	B65	Allows parrying two different attacks per turn, one with each hand.				
Perks	-2		Throwing	12	DX+0	2	B226
Timer Sense	1		Survival				
Always knows the time of the currently set timers			Camouflage	12	IQ+0	1	B183
Boom, Baby, Boom	1		Climbing	11	DX-1	1	B183
Knows when their explosives are triggered			First Aid/TL8	12	IQ+0	1	B195
Equipment Bond	1		Hiking	11	HT+0	2	B200
Explosives Toolkit			Navigation/TL8 (Land)	11	IQ-1	1	B211
Quirks	-5		Scrounging	12	Per+1	2	B218
Scarred, No alcohol, Attentive, Hungry, ???			Stealth	13	DX+1	4	B222
Disadvantages	-55		Swimming	11	HT+0	1	B224
Chummy	-5	B126	Urban Survival	10	Per-1	1	B228
React to others at +2; -1 to IQ-based skills when alone			Social				
Post-Combat Shakes	-5	B150	Savoir-Faire (Military)	12	IQ+0	1	B218
CR: 12 (Quite Often).			Diplomacy	10	IQ-2	1	B187
Code of Honor (Soldier's)	-10	B127	Technical				
Sense of Duty	-5	B153	Architecture/TL8	11	IQ-1	1	B176
Cell, -5.			Armoury/TL8 (Small Arms)	11	IQ-1	1	B178
			Chemistry/TL8	11	IQ-1	2	B183

Advantages & Disadvantages	Pts	Ref
Skinny -2 ST vs. knockback	-5	B18
Bad Sight (Nearsighted) Mitigator (Glasses), -60%. -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	-10	B123
Fanaticism (Defeating the Aliens)	-15	B136

Skills	SL	RSL	Pts	Ref
Computer Operation/TL8	12	IQ+0	1	B184
Driving/TL8 (Automobile)	11	DX-1	1	B188
Engineer/TL8 (Combat)	11	IQ-1	2	B190
Explosives/TL8 (Demolition)	15	IQ+3	12	B194
Explosives/TL8 (Fireworks)	11	IQ-1	1	B194
Demolitions/Set Trap (Explosives (Demolition))	15	+0	2	
Mathematics/TL8 (Applied)	10	IQ-2	1	B207
Soldier/TL8	11	IQ-1	1	B221
Tactics	10	IQ-2	1	B224

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	11	No		1d-2 cr	C,1	
Natural	Kick w/Boots	11	No		1d-1 cr	C,1	
Natural	Punch	13	10		1d-3 cr	C	

Notes