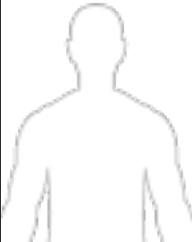


Portrait	Identity	Miscellaneous	100 Points
	Name: <b>Ba'at</b>	Created: Oct 13, 2020 at 6:54 PM	-125 Unspent
	Title:	Modified: Oct 15, 2020 at 7:19 PM	0 Race
	Player: <b>Murdoch</b>	Options: wmdkstC	138 Attributes
Description			59 Advantages
Gender: <b>Male</b>	Height: <b>9'</b>	Hair: <b>Bald</b>	-76 Disadvantages
Age: <b>25</b>	Weight: <b>265 lb</b>	Eyes: <b>Green</b>	0 Quirks
Birthday:	Size: <b>+1</b>	Skin: <b>colored scales</b>	76 Skills
Religion: <b>Sesamet</b>	TL: <b>3</b>	Hand: <b>Right</b>	28 Spells

Attributes	Fatigue Points	Hit Locations	Encumbrance, Move & Dodge			
[18] <b>12</b> Strength (ST)	<b>12</b> Current	Roll   Where   Penalty   DR	Level   Max Load   Move   Dodge			
[40] <b>12</b> Dexterity (DX)	[0] <b>12</b> Basic	-   Eye   -9   0	0 None   29 lb   6   9			
[60] <b>13</b> Intelligence (IQ)	3 Tired	3-4   Skull   -7   5	• 1 Light   58 lb   4   8			
[20] <b>12</b> Health (HT)	0 Collapse	5   Face   -5   3	2 Medium   87 lb   3   7			
[0] <b>13</b> Will	-12 Unconscious	6-7   Right Leg   -2   2	3 Heavy   174 lb   2   6			
13 Fright Check		8   Right Arm   -2   2	4 X-Heavy   290 lb   1   5			
[0] <b>6</b> Basic Speed	Hit Points	9-10   Torso   0   2	Lifting & Moving Things			
[0] <b>6</b> Basic Move	[0] <b>12</b> Basic	11   Groin   -3   0	29 lb Basic Lift			
[0] <b>13</b> Perception (Per)	3 Reeling	12   Left Arm   -2   2	58 lb One-Handed Lift			
13 Vision	0 Collapse	13-14   Left Leg   -2   2	232 lb Two-Handed Lift			
13 Hearing	-12 Check #1	15   Hand   -4   2	348 lb Shove & Knock Over			
13 Taste & Smell	-24 Check #2	16   Foot   -4   0	696 lb Running Shove & Knock Over			
13 Touch	-36 Check #3	17-18   Neck   -5   0	435 lb Carry On Back			
1d-1 Basic Thrust	-48 Check #4	-   Vitals   -3   2	1,450 lb Shift Slightly			
1d+2 Basic Swing	-60 Dead					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Axe		0			1d+4	1	10
Large Knife		0	-1		1d	1	6
Natural Attacks	Bite	14	No	No	1d-2 cr	C	
Natural Attacks	Kick	12	No		1d-1 cr	C,1	
Natural Attacks	Punch	14	10		1d-2 cr	C	
pick		0			0		
pick		0			1d+3	1	11

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Large Knife		0		1d						6
Longbow		0	3	1d+2	15/20	1				11

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Natural Attacks	0	B271	Brawling	14	DX+2	4	
Constriction Attack	15	B43	Pick	13	DX+1	4	
If you succeed on a grapple against an opponent no larger than your own SM, on your next turn, and each successive turn, roll a Quick Contest of your ST vs. your victim's ST or HT, whichever is higher. If you win, your victim takes damage equal to your margin of victory; otherwise, no damage is inflicted			Bow	13	DX+1	4	
<del>Damage Resistance 1</del>	0	B47	Axe	13	DX+1	4	
Slow Eater	-10	B155	Shield	14	DX+2	4	
Each meal takes about two hours, as opposed to about ½ hour for most humans. This reduces the time available for study, long travel and travel on foot by 4½ hours per day.			Quick Draw Pick	13	DX+1	2	
Advantage	0		Quick Draw Arrow	13	DX+1	2	
Fit	5		Knife	14	DX+2	4	
Hard to kill 2	4		Area Knowledge-Vinja	13	IQ+0	1	
Nictating Membrane 2	2		Breath Control	12	HT+0	4	
Enemy (G'tan)	-10	B135	camouflage	13	IQ+0	1	
Equal Individual (100% of your starting points); Appears fairly often (9-); Hunter			Climbing	13	DX+1	4	
Cultural Familiarity (Ux)	2	B23	Escape	12	DX+0	4	
Alien			First Aid	13	IQ+0	1	
Do not suffer the normal -3 penalty for unfamiliarity			Fishing	13	Per+0	1	
			Naturalist	13	IQ+0	4	
			Religious Ritual	13	IQ+0	4	
			Theology	13	IQ+0	4	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Cultural Familiarity (Ari'mut) Native Do not suffer the normal -3 penalty for unfamiliarity	0	B23	Stealth	13	DX+1	4	
			Survival	14	Per+1	4	
Language: Ari'mut Native	-6	B24	Swimming	13	HT+1	2	
			Tracking	14	Per+1	4	
Language: Ux Spoken (Accented); Written (Accented)	4	B24	Diagnosis	12	IQ-1	2	
Power Investiture - Sesamet 1	10		wrestling	13	DX+1	4	
Language: Broken Bridge Spoken (Accented); Written (Accented)	4	B24					
Reduced Consumption 3 Food Only	3						
Damage Reduction 2	10						
Advantage	0						
Cold Blooded 50 Degrees	-5						
Vow - Protect all Children	-5						
<del>Strenght +2</del>	0						
Restricted Diet Fresh Meat	-10						
No Legs - Slither	0						
Charitable Resist with a 12	-15						
Color Blind	-10						
Selfless Resist with a 12	-5						

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	Ref
Major Healing		Regular	1-4		1 sec	Instant	13	IQ+0	8	
Awaken		Area	1		1 sec	Instant	12	IQ-1	2	
Cure Disease		Regular	4		10 minutes	Instant	13	IQ+0	4	
Might		Regular	2-10	2-10	1 sec	1 minute	13	IQ+0	4	
Sense life		Area	1/2		1 sec	Instant	12	IQ-1	2	
Purify Water		Regular	1 per gallon		5-10 seconds per gallon	Instant	12	IQ-1	2	
Purify Food		Regular	1 per pound		1 sec	Instant	12	IQ-1	2	
Beast Summoning		Regular	3	2	1 sec	1 minute	12	IQ-1	2	
Lend Vitality		Regular	1 per hp healed		1 sec	Instant	12	IQ-1	2	

Qty	Carried Equipment (57.8 lb; \$751)	Uses	\$	Weight	\$	Weight	Ref
1	pick		70	3 lb	70	3 lb	
1	Large Knife		40	1 lb	40	1 lb	
1	Equipment		0	0 lb	0	0 lb	
1	Equipment		0	0 lb	0	0 lb	
1	Longbow		200	3 lb	200	3 lb	
1	Hardened Leather, Medium Torso (Roll 1d; on 1, the vitals are hit.; Don time: 30 secs.) DR 2; Holdout: -2.		125	15 lb	125	15 lb	LT105
1	Axe		50	4 lb	50	4 lb	
1	Hardened Leather, Medium Arms (Don time: 15 secs.); Legs (Don time: 30 secs.) DR 2; Holdout: -2.		187.5	22.5 lb	187.5	22.5 lb	LT105
1	Hands Hardened Leather, Medium (DR 2; Don time: 3 secs; Holdout -2.)		12.5	1.5 lb	12.5	1.5 lb	
1	Head		0	0 lb	0	0 lb	
1	Skull		0	0 lb	0	0 lb	
1	Head Layered Leather, Medium (DR 3; Don time: 9 secs; Holdout -3.)		66	7.8 lb	66	7.8 lb	
1	Head		0	0 lb	0	0 lb	