

Portrait		Identity			Miscellaneous			110 Points				
		Name Lunarian Terranaut Title _____ Organization _____			Created Apr 3, 2024, 3:51 AM Modified Apr 18, 2024, 9:50 AM Player Anonymous			0 Unspent 0 Ancestry 154 Attributes 34 Advantages -97 Disadvantages 0 Quirks 19 Skills 0 Spells				
		Description										
		Gender Male		Height 6'5"		Hair None						
		Age _____		Weight 140 lb		Eyes Black						
		Birthday _____		Size +0		Skin Pasty						
		Religion _____		TL 7		Hand Right						
Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge					
[10] 9 Strength (ST) [40] 12 Dexterity (DX) [100] 15 Intelligence (IQ) [0] 8 Health (HT)		[0] 15 Will [0] 15 Fright Check [0] 15 Perception (Per) [0] 15 Vision [0] 15 Hearing [0] 15 Taste & Smell [0] 15 Touch [0] 5 Basic Speed [0] 5 Basic Move		Roll	Location	DR	Level	Max Load	Move	Dodge		
Basic Damage 1d-2 Basic Thrust 1d-1 Basic Swing				3-4	Skull	-7 8	0 None	16 lb	5	8		
				5	Face	-5 2	1 Light	32 lb	4	7		
				6-7	Right Leg	-2 5	2 Medium	48 lb	3	6		
				8	Right Arm	-2 5	3 Heavy	96 lb	2	5		
				9-10	Torso	+0 5	4 X-Heavy	160 lb	1	4		
				11	Groin	-3 5	Lifting & Moving Things					
				12	Left Arm	-2 5	16 lb Basic Lift					
				13-14	Left Leg	-2 5	32 lb One-Handed Lift					
				15	Hand	-4 1	128 lb Two-Handed Lift					
				16	Foot	-4 1	192 lb Shove & Knock Over					
				17-18	Neck	-5 1	384 lb Running Shove & Knock Over					
					Vitals	-3 5	240 lb Carry On Back					
							800 lb Shift Slightly					
Point Pools												
[0] 8 of 8 FP [Rested] [4] 11 of 11 HP [Healthy]												
Reaction												
± -3 from others												
Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST		
Natural Attacks				Bite	12	No	No	1d-3 cr	C			
Natural Attacks				Kick	10	No	No	1d-2 cr	C,1			
Natural Attacks				Punch	12	9	No	1d-3 cr	C			
Survival Knife					13	8	No	1d-3 cut	C,1	6		
Survival Knife					13	8	No	1d-2 imp	C	6		
Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST	
Auto Pistol, 9mm			13	2	2d+2 pi	150/1,850	3	15+1(3)	-2	2	9	
Trait		Pts	🔖	Skill / Technique			SL	RSL	Pts	🔖		
Natural Attacks		0	B271	Guns/TL7 (Pistol)			13	DX+1	2	B198		
Extended Lifespan 2		4	B53	Knife			13	DX+1	2	B208		
Disturbing Voice		-10	B132	Electronics Operation/TL7 (Communications)			15	IQ	2	B189		
Dark Vision		25	B47+	Electronics Operation/TL7 (Sensors)			15	IQ	2	B189		
Social Stigma (Monster)		-15	B155	Default: Electronics Operation/TL7 (Communications)-4								
Unnatural Features (Long Limbs, Atrophied Muscles) 2		-2	B22	Environment Suit/TL7			12	DX	2	B192		
Signature Gear 1 For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).		1	B85	NBC Suit/TL7			12	DX	2	B192		
☑ Floater		-66	TS115	Computer Operation/TL7			16	IQ+1	2	B184		
Reduced ST 2		-20		Computer Operation/TL7			15	IQ	1	B184		
Reduced HT 2		-20		Machinist/TL7			15	IQ	2	B206		
Vulnerability Crushing damage; Wounding x2		-30	B161	Electrician/TL7			15	IQ	2	B189		
Skill bonus (Free fall) 2		4										
Carried Equipment (37.5 lb; \$20,408)				Uses	TL	LC	📦	🛒	📦	🛒	📦	🔖
✓ # 1 Auto Pistol, 9mm TL+4					7	3	9,600	2.6 lb	9,600	2.6 lb	B278	

✓	#	Carried Equipment (37.5 lb; \$20,408)	Uses	TL	LC					
✓	1	Survival Knife TL +2		5		180	1 lb	180	1 lb	HT200
✓	1	☑ Terra Survival Suit TL +4 Flexible. Not suited for Human Proportions.		7		2,400	3.5 lb	10,400	31.5 lb	HT75
✓	1	Heavy Helmet TL +3		6		800	5 lb	800	5 lb	HT70
✓	1	Gas Mask TL +3		6		800	4 lb	800	4 lb	HT72
✓	1	Composite Body Armor TL +3		6		1,200	6 lb	1,200	6 lb	HT66
✓	1	Light Body Armor (arms) TL +3		6		2,400	5 lb	2,400	5 lb	HT68
✓	1	Light Body Armor (legs) TL +3		6		2,800	8 lb	2,800	8 lb	HT68
✓	1	☑ Small First Aid Kit TL +4		6		160	1 lb	228	2.4 lb	HT221
✓	14	Bandages TL +2 One wound.		5		4	0.1 lb	56	1.4 lb	HT221
✓	6	Antibiotic TL +2 Per dose.		6	3	2	0 lb	12	0 lb	HT226