

	Identity ✂ Name <u>Christopher Uddin</u> Title _____ Organization _____		Miscellaneous Created Sep 8, 2015 at 12:00 AM Modified Jun 7, 2019 at 12:00 AM Player <u>Steven</u>		103 Points 0 Unspent 0 Race 80 Attributes 40 Advantages -45 Disadvantages -2 Quirks 30 Skills 0 Spells
	Description				
	✂ Gender <u>Male</u> ✂ Age <u>29</u> ✂ Birthday <u>May 4th</u> Religion _____	✂ Height <u>6' 3"</u> ✂ Weight <u>220 lb</u> Size <u>+0</u> TL <u>7</u>	✂ Hair <u>black, Straight, long</u> ✂ Eyes <u>Brown</u> ✂ Skin <u>Caucasian</u> ✂ Hand <u>Right</u>		

Primary Attributes [60] <u>16</u> Strength (ST) [40] <u>12</u> Dexterity (DX) [-40] <u>8</u> Intelligence (IQ) [20] <u>12</u> Health (HT) 1d+1 Basic Thrust 2d+2 Basic Swing		Secondary Attributes [0] <u>13</u> Will [0] <u>13</u> Fright Check [0] <u>8</u> Perception (Per) [0] <u>8</u> Vision [0] <u>8</u> Hearing [0] <u>8</u> Taste & Smell [0] <u>8</u> Touch [0] <u>6</u> Basic Speed [0] <u>6</u> Basic Move		Humanoid <table border="1"> <thead> <tr> <th>Roll</th> <th>Location</th> <th>DR</th> </tr> </thead> <tbody> <tr><td>-</td><td>Eyes</td><td>-9 0</td></tr> <tr><td>3-4</td><td>Skull</td><td>-7 2</td></tr> <tr><td>5</td><td>Face</td><td>-5 0</td></tr> <tr><td>6-7</td><td>Right Leg</td><td>-2 0</td></tr> <tr><td>8</td><td>Right Arm</td><td>-2 0</td></tr> <tr><td>9-10</td><td>Torso</td><td>+0 0</td></tr> <tr><td>11</td><td>Groin</td><td>-3 0</td></tr> <tr><td>12</td><td>Left Arm</td><td>-2 0</td></tr> <tr><td>13-14</td><td>Left Leg</td><td>-2 0</td></tr> <tr><td>15</td><td>Hand</td><td>-4 0</td></tr> <tr><td>16</td><td>Foot</td><td>-4 0</td></tr> <tr><td>17-18</td><td>Neck</td><td>-5 0</td></tr> <tr><td>-</td><td>Vitals</td><td>-3 0</td></tr> </tbody> </table>			Roll	Location	DR	-	Eyes	-9 0	3-4	Skull	-7 2	5	Face	-5 0	6-7	Right Leg	-2 0	8	Right Arm	-2 0	9-10	Torso	+0 0	11	Groin	-3 0	12	Left Arm	-2 0	13-14	Left Leg	-2 0	15	Hand	-4 0	16	Foot	-4 0	17-18	Neck	-5 0	-	Vitals	-3 0	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>0 0 None</td><td>51 lb</td><td>6</td><td>9</td></tr> <tr><td>1 Light</td><td>102 lb</td><td>4</td><td>8</td></tr> <tr><td>2 Medium</td><td>153 lb</td><td>3</td><td>7</td></tr> <tr><td>3 Heavy</td><td>306 lb</td><td>2</td><td>6</td></tr> <tr><td>4 X-Heavy</td><td>510 lb</td><td>1</td><td>5</td></tr> </tbody> </table>				Level	Max Load	Move	Dodge	0 0 None	51 lb	6	9	1 Light	102 lb	4	8	2 Medium	153 lb	3	7	3 Heavy	306 lb	2	6	4 X-Heavy	510 lb	1	5
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Point Pools [0] _____ <u>12</u> of _____ <u>12</u> FP [Rested] [0] _____ <u>16</u> of _____ <u>16</u> HP [Healthy]		Lifting & Moving Things 51 lb Basic Lift 102 lb One-Handed Lift 408 lb Two-Handed Lift 612 lb Shove & Knock Over 1,224 lb Running Shove & Knock Over 765 lb Carry On Back 2,550 lb Shift Slightly																																																																										

Advantages & Disadvantages		Pts	📌	Skills				SL	RSL	Pts	📌
Alcoholism		-15	B122	▼ Combat						9	
Increased Will 5		25	B16	Aggressive Parry (Brawling Parry) Default: Brawling Parry - 1 Brawling Disarming (Brawling) Default: Brawling Guns/TL7 (Pistol) Default: Guns/TL7 (Shotgun) - 2 Guns/TL7 (Shotgun) Knife				11	+0	1	MA65
Enhanced Parry (Bare hands) 1		5	B51	▼ Everyman				14	DX+2	4	B182
Charisma 1		5	B41	Driving/TL7 (Automobile) Lifting Running Singing Swimming Throwing				14	+0	1	B230
+1/level to Influence rolls				▼ Social				12	DX+0	1	B198
Rapid Healing		5	B79	Carousing Intimidation Streetwise				12	DX+0	1	B198
Wealth		-25	B25	▼ Thief				12	DX+0	1	B208
Dead Broke (Starting wealth is \$0)				Breath Control Forced Entry Gambling Stealth				12	DX+0	1	B208
Proud		-1	B164					7	DX-1	1	B226
Callous		-5	B125							10	
Forgetful		-1	Sup33					12	HT+0	1	B183
You often forget about your powers and equipment.								15	Will+2	8	B202
								7	IQ-1	1	B223
										4	
								10	HT-2	1	B182
								12	DX+0	1	B196
								7	IQ-1	1	B197
								11	DX-1	1	B222

Notes	
NPC changes: Removed 3x unspecified quirks	