

Portrait		Identity		Miscellaneous		75 Points					
		✂ Name Alberto Llera		Created Apr 20, 2024, 7:35 PM		2 Unspent					
		Title UD		Modified Apr 20, 2024, 9:54 PM		0 Ancestry					
		Organization Radboud University		Player Sep		39 Attributes					
		Description				17 Advantages					
		✂ Gender male		✂ Height 180 cm		✂ Hair Long, black		-35 Disadvantages			
✂ Age 45		✂ Weight 65 kg		✂ Eyes Brown		-5 Quirks					
✂ Birthday December 21		Size +0		✂ Skin Olive		57 Skills					
Religion		TL 8		✂ Hand Right		0 Spells					
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge					
[-10] 9 Strength (ST)		[-20] 10 Will		Roll	Location	DR	Level	Max Load	Move	Dodge	
[20] 11 Dexterity (DX)		[0] 10 Fright Check			Eyes	-9	0	0 None	8 kg	5	8
[80] 14 Intelligence (IQ)		Senses		3-4	Skull	-7	2	1 Light	16 kg	4	7
[-10] 9 Health (HT)		[-15] 11 Perception (Per)		5	Face	-5	0	2 Medium	24 kg	3	6
Basic Damage		[0] 11 Vision		6-7	Right Leg	-2	0	3 Heavy	48 kg	2	5
1d-2 Basic Thrust		[-6] 8 Hearing		8	Right Arm	-2	0	4 X-Heavy	80 kg	1	4
1d-1 Basic Swing		[0] 11 Taste & Smell		9-10	Torso	+0	0	Lifting & Moving Things			
		[0] 11 Touch		11	Groin	-3	0	8 kg Basic Lift			
		Movement		12	Left Arm	-2	0	16 kg One-Handed Lift			
		[0] 5 Basic Speed		13-14	Left Leg	-2	0	64 kg Two-Handed Lift			
		[0] 5 Basic Move		15	Hand	-4	0	96 kg Shove & Knock Over			
		20 High Jump (in)		16	Foot	-4	0	192 kg Running Shove & Knock Over			
		40 when running		17-18	Neck	-5	0	120 kg Carry On Back			
		7 Broad Jump (ft)			Vitals	-3	0	400 kg Shift Slightly			
		14 when running									
Point Pools											
[0] 9 of 9 FP [Rested]											
[0] 9 of 9 HP [Healthy]											
Reaction				Condition							
±				±							
+2	from others who can hear your voice			-1	to all HT rolls to remain conscious, avoid death, resist disease or poison, etc						
				-2	to all melee attacks						
				-2	to ST vs. knockback						
				-6	to Vision rolls to spot items more than 1 yd away						
Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST	
Natural Attacks				Bite	11	No	No	1d-3 cr	C		
Natural Attacks				Kick	9	No	No	1d-2 cr	C,1		
Natural Attacks				Punch	11	8	No	1d-3 cr	C		
Trait		Pts		Skill / Technique		SL	RSL	Pts			
Voice		10	B97	Computer Operation/TL8		15	IQ+1	2	B184		
Language: English		5	B24	Computer Programming/TL8		13	IQ-1	2	B184		
Spoken (Accented) [+2]; Written (Native) [+3]				Computer Programming/TL8 (AI)		13	IQ-1	2	B184		
Language: Dutch		2	B24	Connoisseur (beer)		13	IQ-1	1	B185+		
Spoken (Broken) [+1]; Written (Broken) [+1]				Connoisseur (Prog metal)		13	IQ-1	1	B185+		
Language: Spanish		0	B24	Dancing		10	DX-1	1	B187		
Native [-6]; Spoken (Native) [+3]; Written (Native) [+3]				Diplomacy		14	IQ	1	B187		
Natural Attacks		0	B271	Group Performance (Conducting)		13	IQ-1	1	B198+		
Cold (dutch weather)		-1	B164	Default: Musical Instrument (Bass)-2							
Complains about dutch food		-1	B162	Mathematics/TL8 (Applied)		14	IQ	4	B207		
Lazy		-1	B162	Default: Physics/TL8 (quantum field theory)-5							
Procastrinator		-1	B162	Mathematics/TL8 (Pure)		12	IQ-2	1	B207		
Smoker		-1	B162	Musical Composition		12	IQ-2	1	B210		
				Default: Musical Instrument (Bass)-2							
				Musical Instrument (Bass)		12	IQ-2	1	B211		

Trait	Pts		Skill / Technique	SL	RSL	Pts	
Pacifism: Reluctant Killer You are psychologically unprepared to kill people. Whenever you make a deadly attack (e.g., with a knife or a gun) against an obvious person whose face is visible to you, you are at -4 to hit and may not Aim. If you cannot see the foe's face (due to a mask, darkness, or distance, or because you attacked from behind), the penalty is only -2, save in close combat. You have no penalty to attack a vehicle (even an occupied one), an opponent you do not believe is a person (including things with Horrific or Monstrous appearance), or a target you can't actually see (e.g., a set of map coordinates or a blip on a radar screen). If you kill a recognizable person, the effect on you is the same as for Pacifism: Cannot Kill. You have no problem with your allies killing; you may even supply ammo, loaded weapons, and encouragement! You just can't do the killing yourself.	-5	B148	Performance Default: Public Speaking-2	16	IQ+2	2	B212
			Physics/TL8 (quantum field theory)	14	IQ	4	B213
			Physiology/TL8 (Quantum computers)	17	IQ+3	16	B213
			Public Speaking	17	IQ+3	4	B216
			Research/TL8	15	IQ+1	4	B217
			Sex Appeal	10	HT+1	1	B219
			Singing	13	HT+4	4	B220
			Teaching	15	IQ+1	4	B224
Skinny	-5	B18					
Unfit You lose FP at twice the normal rate	-5	B160					
Bad Sight (Nearsighted) Mitigator (Glasses) [-60%] Double actual distance to the target when calculating the range modifier for ranged attacks	-10	B123					
Cowardice CR: 12 (Resist quite often) Make a self-control roll any time you are called on to risk physical danger. Roll at -5 if you must risk death.	-10	B129					