

# George Sekir

5/Aug/90 #RP10

AWE	CHA	CON	DEX	INT	MSTR	PSTR
15	12	11	14	13	5	9
RACE	AGE (years)	HITE (cms)	WATE (kgs)	CLASS/LVL	Exps	
Insectoid-mantis (none)	60, adult	185	68	Nomad/3		

## COMBAT DATA

	BP	BNP	MR	DA
A	165	25	790	9
B	198	45	848	5
C	228	11	903	0

Hit Points	Move: 5 h/u	Unenc:<3.1
Maximum: 33	AR: 584	Enc:<25
Total	REC: 10	Lift:>35

## ROLE-PLAYING INFORMATION

ORIGIN: Paid to track down expedition member

PRESENCE: Found expedition member

GOAL: Give said member a message

PERSONALITY: Barbaric (introverted personality)

POLITICAL: Monarchist

RELIGIOUS: Believes in the balance of many creators

PHILOSOPHICAL: Realist

DESCRIPTION: Clean arabian dressed preying mantis

COMMENTS: "I've been looking for you", "\_\_\_\_\_ I presume", "I'll find that for a dollar"

## CLASS INFORMATION

Oceanic, mountains

Tropical grassland, aboveground

Tropical forest, aboveground

## MUTATIONS

Mental #2 Alternate banishment: 3h range; once per 2 days; bansish up to 49 kg; save or disappear from material plane

Mental #18 Hostility field:

1h radius; -25 on negotiation; increase likelihood of attack

Mental #55 Sonic attack:

13h range; 2 times a day; 4d8 1h, 3d8 7h, 2d8 13h, d8 hearing; 15 Hps is deafened

Mental #61 Telepathy: Project emotions; +70 on neg rolls; 2h radius; +1 per thinkspace

Mental #62 Teleport: instant travel; 4000 kms range; failure, very familiar

2/1000, Unknown 135/1000; d20 d6 damage

PERSONAL EQUIPMENT

Medical kit, #PD45

Pharmaceutical, heal #PD70

Frag grenade, #PD19

