

ANTHRO PERSONA RECORD

Persona: Tug Barly

Player: referee hugh

AWE: 15 CHA: 10 CON: 17 DEX: 16 INT: 15 MSTR: 8 PSTR: 11 HPM: 29 SOC: 312

Family: Anthro Type: Humanoid SubType: Generalis

Age: 25 years Hite: 163 cms Wate: 60 kgs

Vocation: Spie EXPS Level: 4 EXPS Points: 18001

HPS:

COMBAT TABLE Spie

	BP	BNP	MR	DA
A	252	63	877	6
B	236	59	886	3
C	305	77	980	0

COMBAT INFO Spie

Proficiencies Type A: 3 Type B: 3 Type C: 3

Armour Rating: 898 Move: 5 h/u

GIFTS Spie

- 1) Escpape
- 2) Deceive

INTERESTS Spie

- 1) Combat-2
- 2) Infiltration-1
- 3) Manipulation-4

SKILLS Spie

- 1) Casing-2
- 2) Escape-1
- 3) Hand to Hand-1
- 4) Lock Picking-1
- 5) Martial Arts-1
- 6) Martial Arts: 1d6 damage, 3 attack(s) 1 Before, 2 Normal initiative.-1
- 7) Pistols Energized-1
- 8) Rifles-1
- 9) Stunning-1

MENTAL MUTATIONS

1) Alternate Banishment: Banish target to an alternate plane.

Range 4 hexes. 1 times a day. Banish up to 80 kgs.

2) Death Field Generation: Drain all nearby life force.

Drain all organics HPS in 4 hex radius. Spare 1 targets Save vs MSTR drops to 0 HPS. Unconscious 1 min per HPS drained.

3) Force Field Generation: Surrounded by a force absorbing field.

Absorb 120 HPS of damage every full sleep. No effect on gases or radiation or mental attacks.

4) Intuition: Get binary answers about threats.

Range is 12 hexes, 3 times per day. Answers are for mutant's safety. Not plot destroying answers. Bonus of +29 on intuition related rolls.

PHYSICAL MUTATIONS

None

ROLE-PLAYING CUES for referee personas

Dress	Military
Hygiene	Well Groomed
Sound	Heavy, Slow, Indirect (Wring)

Move	Light, Slow, Direct (Glide)
Personality	Insomnia, introverted
Religion	Anonymous writings
Philosophy	None
Politics	None
Arc	Past: Nearby, Present: Plain curious, Goal: Provide for self.

[illegible]

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