PERSONA RECORD for Flinch Gimley

AWE	СНА	CON	DEX	INT	MSTR	PSTR	soc	НРМ	HPS
9	16	14	9	13	9	17	33	52	52
Awareness	Charisma	Constitution	Dexterity	Intelligence	Psionics	Strength	Privilege	Max Hit Points	Hit Points Now

Player: referee hugh

DESCRIPTION: 22 year-old cow mercenary.

COMBAT INFO for Mercenary **Level** 4 **EXPS** (13001/18001)

Attack	BP	BNP	MR	DB	Proficiencies
Type A	336	336	961	9	All weapons.
Type B	292	292	942	5	All weapons.
Type C	320	320	995	0	All weapons.

BP: Bonus Proficient BNP: Bonus Non Proficient MR: Maximum Roll DB: Damage Bonus

Type A: Self-powered striking (fist, sword) Type B: Self-powered projectile (bow, spit) Type C: Powered projectile (gun, lazer)

ARMOUR RATING (AR): 554 MOVE: 4 h/u

TASK INFO for Mercenary Level 4 EXPS (13001/18001)

GIFTS MERCENARY

- 1) Proficiency
- 2) Defence

SKILLS MERCENARY

- 1) Aircraft-1
- 2) General Bonus-3
- 3) Ground Vehicles-1
- 4) Rifles Energized-1

INTERESTS MERCENARY

- 1) Combat-4
- 2) Research-1
- 3) Tactical-2

BIOLOGIC INFO for Anthro Equine Cow

Family Anthro Type: Equine Sub Type: Cow Age: 22 years Hite: 192 cms Wate: 84 kgs

Mutations:

ARMS physical mutation

Arm location(s):1) Stomach/Back 2) Leg-Left 3) Stomach/Back RANGE: Fingertip FREQUENCY: Constant DURATION: Permanent

BODY STRUCTURE CHANGE physical mutation

Change shape at will.

RANGE: Persona FREQUENCY: 3 per day DURATION: 18 hour BONUS: +100 on disguise rolls.

RP FUN for Flinch Gimley

Arc: Past: Nearby, Present: Curious and not trusting, Goal: Find meaning for self.

Dress: Asia - Central Hygiene: Non-Descript Odor: Beer

Personality: Amoral, Introverted Voice: Glide (Light, Slow, Direct) Move: Dab (Light, Fast, Direct)

Beliefs: Religion: Holy martyrs, Philosophy: None, Politics: Environmentalism.

MORE INFO

PERSONA RECORD for Flinch Gimley Player: referee hugh Carry Capacity: up to 37.5 kg. No penalty: <6.25 kg. Lift Only: 62.5 kg. **TOYS MORE INFO**