PERSONA RECORD for Snick

AWE	CHA	CON	DEX	INT	MSTR	PSTR	SOC	HPM	HPS
15	14	13	17	15	13	19	932	183	183
Awareness	Charisma	Constitution	Dexterity	Intelligence	Psionics	Strength	Privilege	Max Hit Points	Hit Points Now

Player: referee hugh

DESCRIPTION: A Humongous Mule headed Walrus that swims and runs.

COMBAT INFO for Fatuous Maximous **Level** 1 **EXPS** (42/2001)

Attack	BP	BNP	MR	DB	Proficiencies
Type A	200	200	900	1	Natural - 1 per 2 units for 4d10 HPS.

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): 601 MOVE: See below

Move Land: 13 h/u Move Water: 9 h/u

BIOLOGIC INFO for Alien **SPECIES**: Fatuous Maximous

Persona Details: Snick is 1085.6 years old. Humongous sized, weighing 210 Tonnes.

Detailed Desc: Mule head - Walrus body - Wolverine arms - Seahorse legs

Xenonology of Fatuous Maximous Life Span of Fatuous Maximous

Biome: Thin Atmoshphere Industrial. Life Span: 0 to 9200 years Life stages are in years

Energy: Chemosynthetic PROCUREMENT: Ambushin@hild: 0 to 552.00; Adol: 552.00 to 920.00

Reproduction: Parasitic. Adult: 920.00 to 4048.00

Domicile: Tree Smell: Bananas. Old: 4048.00 to 8924.00; Aged: 8924.00 to 9200

Group Size: Family Unit.

Society of Fatuous Maximous
Tool Usage: Simple (1/4).

Species has NO language.

Powers:

ADAPTATION physical mutation

A 29% of temporary immunity. 1% permanent. Max 1 permanents. RANGE: Persona FREQUENCY: Constant DURATION: Special

HEIGHTENED ATTRIBUTE physical mutation

AWE: +30 on awareness rolls.

RANGE: Persona Only FREQUENCY: As Needed DURATION: Until Dead

TELEMPATHY mental mutation

Push emotions into the target's mind.

RANGE: 14 hexes FREQUENCY: 3 per day DURATION: 421 units BONUS: +40 on negotiation and +20 on vet rolls

MORE INFO		

PERSONA RECORD for Snick Player: referee hugh Carry Capacity: up to 61.5 kg. No penalty: <10.25 kg. Lift Only: 102.5 kg. TOYS **MORE INFO**