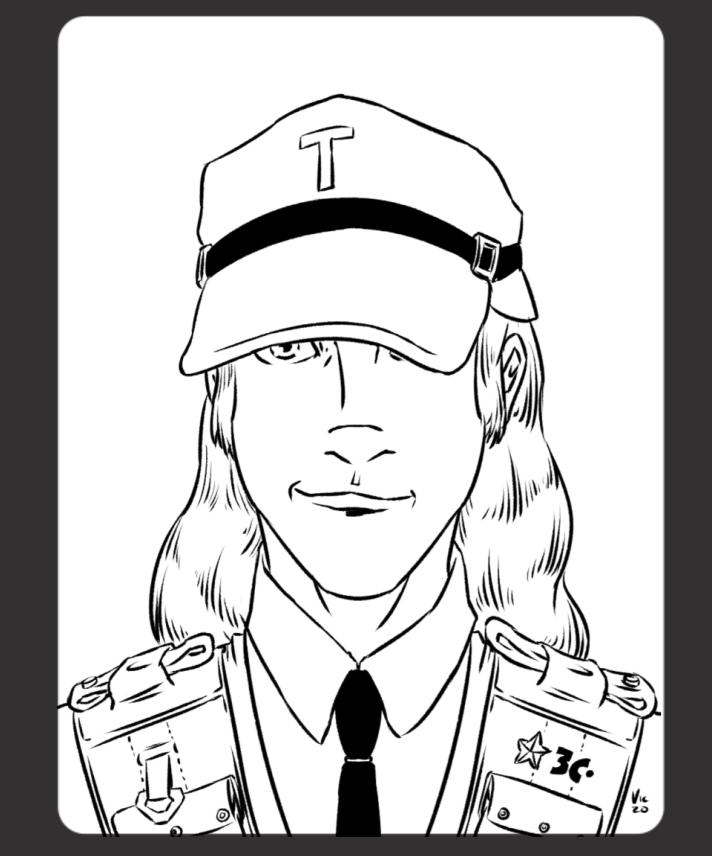


**Player Name** 

# PERSONAL DETAILS



**Character Name** 

DR DINO LOWMAN

**Pronouns** 

HE / HIM

Class

**SCIENTIST** 

**High Score** 

# **STATS**



40)

**53**)

(39)

**STRENGTH** 

**SPEED** 

INTELLECT

COMBAT

# **SAVES**



21

26

**SANITY** 

**FEAR** 

**BODY** 

## STATUS REPORT

HEALTH
16/16)

**Current Maximum** 

WOUNDS

0
2

STRESS

2
2

**Current Minimum** 

**CONDITIONS** 

**Current Maximum** 

## TRAUMA RESPONSE

Whenever you fail a Sanity Save, all Close friendly players gain 1 Stress.

## **SKILLS**

Trained Skills (+10): Computers, Industrial Equipment

Expert Skills (+15): Mechanical Repair

Master Skills (+20): Robotics

#### **SKILL TRAINING**

In Progress

**Time Remaining** 

## **EQUIPMENT**

Briefcase, Civilian Clothes, Prescription Pad, Patch: "Solve Et Coagula" (Baphomet), Trinket: Pills: Male

**ARMOR POINTS** 

Enhancement, Shoddy

CREDITS

#### **WEAPONS**

Scalpel: Adjacent 1d5 DMG, Bleeding [+]