

PERSONA RECORD for Grunth Vex

Player: Eammon

AWE 9 Awareness	CHA 10 Charisma	CON 15 Constitution	DEX 10 Dexterity	INT 12 Intelligence	MSTR 8 Psionics	PSTR 10 Strength	SOC 149 Privilege	HPM 53 Max Hit Points	HPS 53 Hit Points Now
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DESCRIPTION: 14 year-old boar mercenary.

COMBAT INFO for Mercenary Level 1 EXPS (42/2001)

Attack	BP	BNP	MR	DB	Proficiencies
Type A	152	152	777	5	All weapons.
Type B	131	131	781	3	All weapons.
Type C	171	171	846	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): 560 **MOVE:** 4 h/u

TASK INFO for Mercenary Level 1 EXPS (42/2001)

GIFTS	INTERESTS	SKILLS
1) Proficiency	1) Combat-1 2) Tactical-2	1) Artillery-1 2) Drones-1 3) Pistol, Revolver-1

BIOLOGIC INFO for Anthro Humanoid Boar

Family Anthro Type: Humanoid **Sub Type:** Boar **Age:** 14 years **Hite:** 168 cms **Wate:** 68 kgs

Mutations:

MULTIPLE BODY PARTS physical mutation

Irritating extra left arm.

RANGE: Persona Only FREQUENCY: Constant DURATION: Until Dead

PHOSPHORESCENT SKIN physical mutation

Glow continuously. Can't hide in the dark.

RANGE: Persona Only FREQUENCY: Constant DURATION: Until Dead

POLAR DISRUPTION mental mutation

Unexpectedly attract metallic objects <7 kgs toward mutant.

RANGE: 4 hexes FREQUENCY: Random DURATION: 1d6 units BONUS: +10 on magnetism rolls

REGENERATION physical mutation

Heal 4 HPS per unit. Massive regen 8 HPS once a day

RANGE: Persona Only DURATION: Until Dead

TELEKINESIS mental mutation

Move up to 34 kgs at 3 h/u with your mind.

RANGE: 18 hexes FREQUENCY: 3 per day DURATION: 18 units

MORE INFO
