BIOLOGICAL ANALYSIS

PHYSICAL DESCRIPTION

concept

Curious Scavenger

concept

Mutant Animal

stock

Rapteroid (Hawk)



OBSERVED TRAITS

amazing (+3d)	Dexterity
good (+2d)	Alertness, Tech
competent (+ld)	Athletics, Ranged Weapons
weak Deception, Influence, Unarmed Combat (-1d)	
hopeless Brawn, Leadership (-2d)	

WOUND CAPACITY

12

FATIGUE CAPACITY

15

MOVEMENT

INITIATIVE

DODGE

RADIATION RESIST

10 ft., 30 ft. fly

5d

5d

2d

PERSONAL EFFECTS

Short Bow (25 ft increment, 1W), Quiver (24 arrows), Dull Knife; 1 Frag Grenade (4d Wounds), 2 Stun Grenades (4d Fatique)

NOTES

An intensely curious tinkerer who is extremely fond of explosions! Avoids up-close combat and uses speed and range to deal out damage while avoiding it.

OBSERVED QUALITIES
Far-Sighted (1d): 1d penalty on vision-related actions within 10 ft.
Speech (1d): Capable of human speech with squawking voice
Talented at Fixing (1d, Crafting Specialty)
Talented at Responsiveness (1d, Alertness Specialty)
OBSERVED MUTATIONS
Force Field Generation (2d): Once per day may generate a personal force field that blocks up to 15 W per turn, lasts up to 10 turns before requiring a check
New Body Parts: Wings (4d), Claws (1d, 1W dmg)
Phobia (1d): Irrationally afraid of turtles and all related species

Standard action roll: 2 dice (2d).

Traits modify the standard roll. The normal maximum is 5 dice (5d).

Achievements Earned by Difficulty

BIOLOGICAL ANALYSIS

PHYSICAL DESCRIPTION

name

Concept

Concept

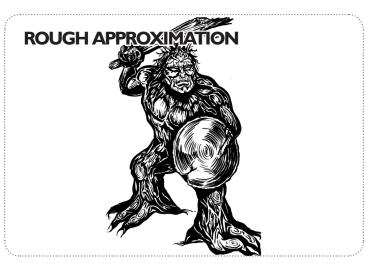
Concept

Plant (Oak)

stock

n/a

breed



OBSERVED TRAITS

amazing (+3d)	Constitution	WOUND CAPACITY
good (+2d)	Brawn, Melee Weapons	19
competent (+ld)	Athletics, Unarmed Combat	
weak (-1d)	Alertness, Influence, Ranged Weapons	FATIGUE CAPACITY 13
hopeless (-2d)	Discipline, Stealth	

MOVEMENT

INITIATIVE

DODGE

RADIATION RESIST

10 ft.

1d

2d

5d

PERSONAL EFFECTS

Club (1F dmg) Small Shield (add 1d to blocking actions)

NOTES

Slow-moving and mute, springs into terrifying action in combat and attacks with unmatched savagery. He then goes still and quiet as if nothing happened.

Brutal (1d): May reduce attack by 1d to increase drng by 2W.	
Combat Rage (1d): Must succeed an Easy Discipline check or use next attack the most recent source of damage.	action to
Determined (2d): Does not suffer penalty when injured (half Wounds).	
OBSERVED MUTATIONS	
OBSERVED MOTATIONS	
Cones (2d): Grows 1d stun-spore cones per day (10 ft. radius, 1d Fati	igue)
Hardened Bark (2a): Armor 1	
Vines (2d): Can grapple with a 10 ft. reach	
	,

Standard action roll: 2 dice (2d).

OBSERVED QUALTIES

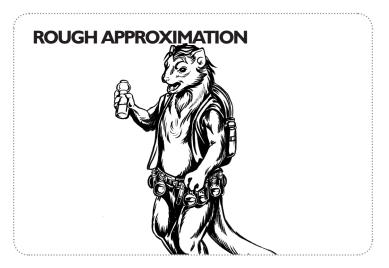
Traits modify the standard roll. The normal maximum is 5 dice (5d).

Achievements Earned by Difficulty

BIOLOGICAL ANALYSIS

PHYSICAL DESCRIPTION

name	Iyam
concept	Talkative Healer
stock	Mutant Animal
breed	Musteloid (Weasel)



OBSERVED TRAITS

amazing (+3d)	Tech	WOUND CAPACITY	
good (+2d)	Medicine, Stealth	14	
ompetent (+ld)	Alertness, Influence		
weak (-1d)	Deception, Performance, Unarmed Combat	FATIGUE CAPACITY 1/1	
hopeless (-2d)	Artistry, Leadership	2 7	

MOVEMENT

INITIATIVE

DODGE

RADIATION RESIST

15 ft., 1 ft. burrow

3d

2d

2d

PERSONAL EFFECTS

Staff (1F); Doctor's Bag (only halfstocked, 10 Wounds of healing)

NOTES

Wants to be helpful by narrating every situation or giving advice, tending to keep talking no matter what. Good with tech, compassionate, and gifted in healing.

	OBSERVED QUALTIES
	Burrower (1a): Grants bonus movement type
	Inept at Emotional Control (-2d, Discipline Specialty)
	Speech (1d): Capable of human speech with no problems, and talks a LOT.
	Talented at Fortitude (2d, Constitution Specialty)
	OBSERVED MUTATIONS
	Hands of Power (2d): 5d ranged attack (fire), 60 ft. straight line; 1/hour
	Healing Touch (2d): Heals others by touch, targets rolls average Constitution (Fortitude) restores Fatigue & Wounds; 2/day
	New Body Parts: Teeth (2d, 2W dmg)
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Standard action roll: 2 dice (2d).

Traits modify the standard roll. The normal maximum is 5 dice (5d).

Achievements Earned by Difficulty

BIOLOGICAL ANALYSIS

PHYSICAL DESCRIPTION

Morris	
Warrior & Explorer	
Mutant Animal	
Felinoid (Lion)	



OBSERVED TRAITS

	Brawn*, Melee Weapons	WOUND CAPACITY
` '	Dexterity	16
competent (+ld)	Athletics, Unarmed Combat	
(-1a)	Alertness, Influence, Stealth	FATIGUE CAPACITY 1 \(\)
(-za)	Crafting, Ranged Weapons	

MOVEMENT

INITIATIVE

DODGE

RADIATION RESIST

25 ft. *

1d

4d

2d

PERSONAL EFFECTS

Combat Leggings (Armor 1, add 1d to Athletics, Brawn, or Unarmed Combat actions that use the legs, add base speed, included);
Long Blade (2W)

NOTES

A natural hunter who likes to charge in and overwhelm a foe, Morris likes to fight hard, play hard, and sleep hard.

Never do anything halfway!

BSERVED QUALTIES
im Light Vision (1d): Can see normally in low-light conditions.
ight Sleeper (1d): Wakes at a moment's notice.
estless (1d): -1d to social actions if stuck in one area for more than 6 hours.
seech (1d): Capable of human speech with growling voice & thick accent.

OBSERVED MUTATIONS

Energy Absorbtion (1a): Resist fire dmg 1

Heightened Physical Trait (2d): Brawn (included)

New Body Parts: Claws (1d, 1W dmg) & Teeth (2d, 2W dmg)

GAME BASICS

Standard action roll: 2 dice (2d).

Traits modify the standard roll. The normal maximum is 5 dice (5d).

Achievements Earned by Difficulty

BIOLOGICAL ANALYSIS

PHYSICAL DESCRIPTION

name	Sara
concept	Agile Scout
stock	Human
breed	n/a



OBSERVED TRAITS

	Ranged Weapons	WOUND CAPACITY	
good (+2d)	Melee Weapons, Dexterity	14	
competent (+ld)	Alertness, Athletics, Stealth		
(-Id)	Crafting, Discipline, Tech	FATIGUE CAPACITY 14	
hopeless (-2d)	Deception, Influence	2-1	

MOVEMENT

INITIATIVE

DODGE

RADIATION RESIST

15 ft.

3d

4d

3d

PERSONAL EFFECTS

Leather Armor (2), Laser Pistol (200 feet, 3W fire, 10 shots per clip), Spare Energy Clips (2), Short Sword (2W)

NOTES

Uses mobility and ambush-tactics to take down enemies. Distrustful of other pure humans based her experiences growing up.

OBSERVED QUALTIES
Agile Combatant (2d): Does not suffer a multi-action penalty if moving and making a ranged attack on the same turn.
Ambidextrous (1d): Does not suffer off-hand weapon penalty.
Lucky (1d): Gains extra 1d when using an action point for a re-roll.
Talented at Tech Lore (1d): Tech Specialty.
OBSERVED MUTATIONS

Standard action roll: 2 dice (2d).

Traits modify the standard roll. The normal maximum is 5 dice (5d).

Achievements Earned by Difficulty