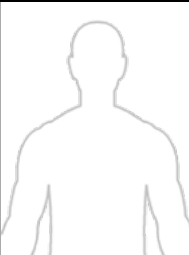


Portrait 	Identity	Player Information	300 Points
	Name: Grey Scientist Title: H76 Religion: WHO	Player: Image Campaign: Madness Dossier Created On: Oct 23, 2014	Race: 0 Attributes: 38 Advantages: 269 Disadvantages: -62 Quirks: 0 Skills: 45 Spells: 0 Earned: 10
Description			
Race: Human	Height: 4' 10.66142"	Hair: Black, Wavy, Medium	
Gender: Male	Weight: 94.815 lb	Eyes: Brown	
Age: 43	Size: +0	Skin: Light Brown	
Birthday: October 30	TL: 8	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																														
Strength (ST): 8 Dexterity (DX): 10 Intelligence (IQ): 13 Health (HT): 11 Will: 12 Fright Check: 12 Basic Speed: 5.25 Basic Move: 5 Perception: 12 Vision: 14 Hearing: 12 Taste & Smell: 12 Touch: 12 thr: 1d-3 sw: 1d-2	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td>13 lb</td> <td>5</td> <td>8</td> </tr> <tr> <td>Light (1)</td> <td>26 lb</td> <td>4</td> <td>7</td> </tr> <tr> <td>Medium (2)</td> <td>39 lb</td> <td>3</td> <td>6</td> </tr> <tr> <td>Heavy (3)</td> <td>78 lb</td> <td>2</td> <td>5</td> </tr> <tr> <td>X-Heavy (4)</td> <td>130 lb</td> <td>1</td> <td>4</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>13 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>26 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>104 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>156 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>312 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>195 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>650 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	13 lb	5	8	Light (1)	26 lb	4	7	Medium (2)	39 lb	3	6	Heavy (3)	78 lb	2	5	X-Heavy (4)	130 lb	1	4	Lifting & Moving Things		Basic Lift:	13 lb	One-Handed Lift:	26 lb	Two-Handed Lift:	104 lb	Shove & Knock Over:	156 lb	Running Shove & Knock Over:	312 lb	Carry On Back:	195 lb	Shift Slightly:	650 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>2</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>4</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>2</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>2</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>2</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>2</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>2</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>2</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>2</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>2</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>2</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>2</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>2</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	2	3-4	Skull	-7	4	5	Face	-5	2	6-7	R. Leg	-2	2	8	R. Arm	-2	2	9-10	Torso	0	2	11	Groin	-3	2	12	L. Arm	-2	2	13-14	L. Leg	-2	2	15	Hand	-4	2	16	Foot	-4	2	17-18	Neck	-5	2	-	Vitals	-3	2	<table border="1"> <tbody> <tr> <td>Current FP: _____</td> </tr> <tr> <td>Basic FP: 11</td> </tr> <tr> <td>Tired: 3</td> </tr> <tr> <td>Collapse: 0</td> </tr> <tr> <td>Unconscious: -11</td> </tr> <tr> <td>Current HP: _____</td> </tr> <tr> <td>Basic HP: 7</td> </tr> <tr> <td>Reeling: 2</td> </tr> <tr> <td>Collapse: 0</td> </tr> <tr> <td>Check #1: -7</td> </tr> <tr> <td>Check #2: -14</td> </tr> <tr> <td>Check #3: -21</td> </tr> <tr> <td>Check #4: -28</td> </tr> <tr> <td>Dead: -35</td> </tr> </tbody> </table>	Current FP: _____	Basic FP: 11	Tired: 3	Collapse: 0	Unconscious: -11	Current HP: _____	Basic HP: 7	Reeling: 2	Collapse: 0	Check #1: -7	Check #2: -14	Check #3: -21	Check #4: -28	Dead: -35
Level	Max Load	Move	Dodge																																																																																																														
• None (0)	13 lb	5	8																																																																																																														
Light (1)	26 lb	4	7																																																																																																														
Medium (2)	39 lb	3	6																																																																																																														
Heavy (3)	78 lb	2	5																																																																																																														
X-Heavy (4)	130 lb	1	4																																																																																																														
Lifting & Moving Things																																																																																																																	
Basic Lift:	13 lb																																																																																																																
One-Handed Lift:	26 lb																																																																																																																
Two-Handed Lift:	104 lb																																																																																																																
Shove & Knock Over:	156 lb																																																																																																																
Running Shove & Knock Over:	312 lb																																																																																																																
Carry On Back:	195 lb																																																																																																																
Shift Slightly:	650 lb																																																																																																																
Roll	Where	-	DR																																																																																																														
-	Eye	-9	2																																																																																																														
3-4	Skull	-7	4																																																																																																														
5	Face	-5	2																																																																																																														
6-7	R. Leg	-2	2																																																																																																														
8	R. Arm	-2	2																																																																																																														
9-10	Torso	0	2																																																																																																														
11	Groin	-3	2																																																																																																														
12	L. Arm	-2	2																																																																																																														
13-14	L. Leg	-2	2																																																																																																														
15	Hand	-4	2																																																																																																														
16	Foot	-4	2																																																																																																														
17-18	Neck	-5	2																																																																																																														
-	Vitals	-3	2																																																																																																														
Current FP: _____																																																																																																																	
Basic FP: 11																																																																																																																	
Tired: 3																																																																																																																	
Collapse: 0																																																																																																																	
Unconscious: -11																																																																																																																	
Current HP: _____																																																																																																																	
Basic HP: 7																																																																																																																	
Reeling: 2																																																																																																																	
Collapse: 0																																																																																																																	
Check #1: -7																																																																																																																	
Check #2: -14																																																																																																																	
Check #3: -21																																																																																																																	
Check #4: -28																																																																																																																	
Dead: -35																																																																																																																	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Talent (Healer) 1	10	B90	Disguise/TL8 (Human)	9	IQ-4	4	B187
Bloodlust CR: 12 (Quite Often).	-10	B125	Guns/TL8 (Pistol)	6	DX-4	0	B198
Grey	207	H76	Intelligence Analysis/TL8	12	IQ-1	2	B201
Acute Vision 2	4	B35	Psychology	13	IQ+0	2	B216
Telepathic Telepathic, -10%.	180	B257	Scientist				
Grey Telepathy Attack 1 Based on Will, +20%; Extended Duration 4 (10^(Lvl/2)x duration: 3,10,30,100,300,1000), +80%; Malediction 1 (-1 per yard of range), +100%; Unconsciousness, +200%. Will vs Will or Unconscious for 100xMoF minutes	49	H76	Biology/TL8 (Earthlike, Genetics)	13	IQ+0	4	B180
Mind Wipe 1 Based on Will, +20%; Extended Duration (Permanent), +150%; Malediction 1 (-1 per yard of range), +100%; Disadvantage, Delusion (Significant Memory), +10%; No Signature, +20%; Selective Effect, +20%; Takes Extra Time 3, -30%. After 8s of Concentration – Will vs Will or False Memories	38	H12	Chemistry/TL8	12	IQ-1	2	B183
Mind Reading Universal, +50%; Telecommunication, -20%.	36	B69	Current Affairs/TL8 (Science & Technology)	13	IQ+0	1	B186
Telecommunication Telesend, +30; Broadcast, +50%; Universal, +50%.	57	B91	Electronics Repair/TL8 (Scientific)	12	IQ-1	1	B190
ESP Power ESP, -10%.	9	B256	Hazardous Materials/TL8 (Biological)	12	IQ-1	1	B199
Detect Psionics, +10.	9	B48	Naturalist/TL8 (Earthlike)	12	IQ-1	2	B211
Damage Resistance 2 Flexible, -20%.	8	B47	NBC Suit/TL8	9	DX-1	1	B192
Extended Lifespan 4	8	B53	Physiology/TL8 (Human)	16	IQ+3	12	B213
			Nurse				
			Electronics Operation/TL8 (Medical)	14	IQ+1	4	B189
			Physician/TL8 (choose species)	13	IQ+0	2	B213
			Diagnosis/TL8 (choose species)	12	IQ-1	1	B187
			Surgery/TL8 (choose species)	11	IQ-2	1	B223
			TL10 Everyman				CJoy
			Area Knowledge (Earth)	13	IQ+0	1	B176
			Computer Operation/TL10	13	IQ+0	1	B184
			Driving/TL8 (Automobile)	9	DX-1	1	B188
			Housekeeping	13	IQ+0	1	B200
			Piloting/TL10 (Vertol)	9	DX-1	1	B214

Advantages & Disadvantages	Pts	Ref
High TL 2	10	B23
Peripheral Vision	15	B74
Eidetic Memory Photographic, +5.	10	B51
Telepathy Talent 2	10	B257
Curious CR: 12 (Quite Often).	- 5	B129
Hidebound	- 5	B138
Incompetence Acting, Caraousing, Fast-Talk, Panhandling, Politics, Public Speaking, Streetwise)	- 7	B164
Intolerance (Non-opsis) Scope: Common, -5.	- 5	B140
No Sense of Humor -2 Reaction	- 10	B146
Unnatural Features (short, rough grey skin, large black almond eyes, small nose and mouth, etc.) 5 only applies when in human society	- 5	B22
Sadism CR: 12 (Quite Often).	- 15	B152
Night Vision 5	5	B71

Skills	SL	RSL	Pts	Ref

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	8	No		1d-3 cr	C,1	
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	10	8		1d-4 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Grey Telepathy Attack Will vs Will or Unconscious for 100xMoF minutes		12		aff	-1/yd					
Mind Wipe After 8s of Concentration – Will vs Will or False Memories		12		Aff	-1/yd					

Notes

As the Greys have Night Visions 5, they prefer to keep dimly lit areas. In combat, they will choose light levels that give their foes but not themselves a vision penalty.