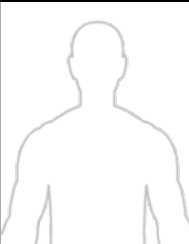


Portrait 	Identity	Player Information	300 Points
	Name: Grey Surgeon Title: H76 Religion: WHO	Player: Image Campaign: TPK Created On: Oct 23, 2014	Race: 0 Attributes: 38 Advantages: 261 Disadvantages: -57 Quirks: 0 Skills: 58 Spells: 0 Earned: 0
Description			
Race: Human	Height: 5' 1.81102"	Hair: Brown, Wavy, Long	
Gender: Male	Weight: 101.43 lb	Eyes: Violet	
Age: 69	Size: +0	Skin: Light Tan	
Birthday: July 1	TL: 8	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																																														
Strength (ST): 8 Dexterity (DX): 11 Intelligence (IQ): 12 Health (HT): 10 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"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td>10</td> </tr> <tr> <td>Tired:</td> <td>3</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Unconscious:</td> <td>-10</td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td>7</td> </tr> <tr> <td>Reeling:</td> <td>2</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Check #1:</td> <td>-7</td> </tr> <tr> <td>Check #2:</td> <td>-14</td> </tr> <tr> <td>Check #3:</td> <td>-21</td> </tr> <tr> <td>Check #4:</td> <td>-28</td> </tr> <tr> <td>Dead:</td> <td>-35</td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	10	Tired:	3	Collapse:	0	Unconscious:	-10	Current HP:	_____	Basic HP:	7	Reeling:	2	Collapse:	0	Check #1:	-7	Check #2:	-14	Check #3:	-21	Check #4:	-28	Dead:	-35
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Longevity	2	B66	Disguise/TL8 (Human)	8	IQ-4	4	B187
Obsession Short term, -5. Discover the organ of psi ability in Humans	-5	B146	Guns/TL8 (Pistol)	7	DX-4	0	B198
Grey	207	H76	Mind Block	14	Will+2	8	B210
Acute Vision 2	4	B35	Surgeon				
Telepathic Telepathic, -10%.	180	B257	Surgery/TL8 (choose species)	14	IQ+2	16	B223
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	B35	Electronics Operation/TL8 (Medical)	14	IQ+2	8	B189
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	Diagnosis/TL8 (choose species)	12	IQ+0	4	B187
Mind Reading Universal, +50%; Telecommunication, -20%.	36	B69	Physician/TL8 (choose species)	12	IQ+0	4	B213
Telecommunication Telesend, +30; Broadcast, +50%; Universal, +50%.	57	B91	Technician				
ESP Power ESP, -10%.	9	B256	Electronics Repair/TL8 (Medical)	12	IQ+0	2	B190
Detect Psionics, +10.	9	B48	Hazardous Materials/TL8 (Biological)	12	IQ+0	2	B199
Damage Resistance 2 Flexible, -20%.	8	B47	Hazardous Materials/TL8 (Chemical)	11	IQ-1	1	B199
Extended Lifespan 4	8	B53	Hazardous Materials/TL8 (Nuclear)	11	IQ-1	1	B199
			Mathematics/TL8 (Applied)	10	IQ-2	1	B207
			Engineer/TL8 (Electronics)	10	IQ-2	1	B190
			NBC Suit/TL8	10	DX-1	1	B192
			TL10 Everyman				CJoy
			Area Knowledge (Earth)	12	IQ+0	1	B176
			Computer Operation/TL10	12	IQ+0	1	B184
			Driving/TL8 (Automobile)	10	DX-1	1	B188
			Housekeeping	12	IQ+0	1	B200
			Piloting/TL8 (Vertol)	10	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-psis) 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	9	No		1d-3 cr	C,1	
Natural		Kick w/Boots	9	No		1d-2 cr	C,1	
Natural		Punch	11	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 Consentration – Will vs Will or False Memories			12		Aff	-1/yd					

Notes