

Aie

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Player: Torben Vang

Campaign: Newton's First Law

Char Cost: 36

Skills Cost: 57

Powers Cost: 32

Total Cost: 125

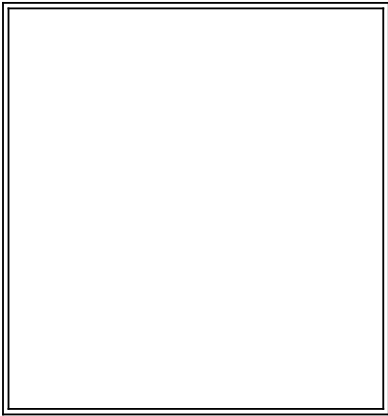
Experience Total: 0

Base Pts.: 75

Disads: 75

Exp. Spent: 0

Val	Characteristic	Base	Cost	Total	Pts.	Disadvantages
8	Strength	10	-2	8	10	Distinctive Features: member of unfavoured race of big empire, recently involved in conquest - not hatred reaction, more like Japanese in most places 20 years after ww2) Humanoid, Silver skin (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses) 20 Hunted: People from a past crime he was on that he was conned into 11- (Mo Pow; Harshly Punish) 10 Social Limitation: Culture Problems - doesn't understand other alien cultures well, very naive easy to con into illegal things etc as not sure what is and is not. (Frequently; Minor) 15 Psychological Limitation: Honourable - linked to above problem and low presence means he was a natural to work for "Ace Rimmer" - esp if he a little unscrupulous (Common; Strong) 10 Susceptibility: Alkaline Substances 2d6 damage, Instant (Uncommon) 10 Vulnerability: 2 x STUN Alkaline Substances (Uncommon) 0 Normal Characteristic Maxima
18	Dexterity	10	24	18		
10	Constitution	10	0	10		
10	Body	10	0	10		
20	Intelligence	10	10	20		
12	Ego	10	4	12		
5	Presence	10	-5	5		
16	Comeliness	10	3	16		
2	Physical Defense	2	0	2/4		
2	Energy Defense	2	0	2/4		
3	Speed	2.8	2	3		
4	Recovery	4	0	4		
20	Endurance	20	0	20		
19	Stun	19	0	19		
6	Running	6	0	6"		
2	Swimming	2	0	2"		
2	Leaping	2	0	1 1/2"		



Pts. Skill/Perk/Talent

- 0 Acting 8-
- 0 AK: Native Country 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Language: English (Idiomatic, native accent; Custom Adder) [**Notes:** Native Language]
- 0 Paramedics 8-
- 0 Persuasion 8-
- 0 PS: Pilot 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 3 TF: Common Motorized Ground Vehicles, Custom Adder, Science Fiction & Space Vehicles
- 3 Combat Driving 13-
- 10 +2 with a group of similar Skills [**Notes:** Science skills]
- 7 Combat Piloting 15-
- 2 Navigation 13-
- 1 WF: Handguns
- 3 Scientist
- 2 1) SS: Chemistry (INT-based) (3 Active Points) 13-
- 2 2) SS: Bacteriology (INT-based) (3 Active Points) 13-
- 2 3) SS: Medicine (INT-based) (3 Active Points) 13-
- 2 4) SS: Xenobiology (INT-based) (3 Active Points) 13-
- 10 Follower (50 Base, 0 Disad)
- 7 Danger Sense (15 Active Points); Conditional Power Power does not work in Very Common Circumstances (-1) 13- [**Notes:** Only functions while piloting a vehicle]
- 3 Bump Of Direction

Pts. Powers and Martial Arts

- 5 Ultraviolet Perception
- 10 **Alien Physiology:** Elemental Control, 20-point powers
- 13 1) Life Support , Immunity: All terrestrial diseases and biowarfare agents, Immunity: All terrestrial poisons and chemical warfare agents, Safe in High Pressure, Safe in Low Pressure/Vacuum (23 Active Points)
- 4 2) Healing 1 BODY, Reduced Endurance 0 END (+1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2)

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