

Athrak

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Player: Andrew Gould

Campaign: Newton's First Law

Char Cost: 43

Skills Cost: 33

Powers Cost: 52

Total Cost: 128

Experience Total: 0

Base Pts.: 75

Disads: 60

Exp. Spent: 0

Val	Characteristic	Base	Cost	Total	Pts.	Disadvantages
8	Strength	10	-2	8	5	Distinctive Features: Scars and palid features (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Dexterity	10	15	15	15	Psychological Limitation: Trusting and obedient (Common; Strong)
5	Constitution	10	-10	5	15	Psychological Limitation: Agoraphobic (Common; Strong)
9	Body	10	-2	9	15	Psychological Limitation: Devout (Common; Strong)
18	Intelligence	10	8	18	10	Dependent NPC: Sharee 11- (Slightly Less Powerful than the PC)
16	Ego	10	12	16	0	Normal Characteristic Maxima
8	Presence	10	-2	8		
10	Comeliness	10	0	10		
5	Physical Defense	2	3	5/7		
5	Energy Defense	1	4	5/7		
2	Speed	2.5	0	2		
4	Recovery	3	2	4		
15	Endurance	10	3	15		
28	Stun	16	12	28		
6	Running	6	0	6"		
2	Swimming	2	0	2"		
2	Leaping	2	0	1 1/2"		

- Pts. Skill/Perk/Talent

5 Electronics 14-

3 KS 12-

6 Survival (Urban) 15-

7 Systems Operation 15-

5 Mechanics 14-

Everyman Skills

0 1) Acting 8-

0 2) AK: Home ship 8-

0 3) Climbing 8-

0 4) Concealment 8-

0 5) Conversation 8-

0 6) Deduction 8-

0 7) Language: English (Idiomatic, native accent; Custom Adder) [Notes: Native Language]

0 8) Paramedics 8-

0 9) Persuasion 8-

0 10) PS: Crewman 8-

0 11) Shadowing 8-

0 12) Stealth 8-

2 13) TF: Early Spacecraft, Science Fiction & Space Vehicles
- Pts. Powers and Martial Arts

5 **Attune to the ship:** Detect A Class Of Things 13- [Notes: Things wrong with mechanical devices]

2 **Listen to the ship:** Analyze Sense (Detect) (5 Active Points); Extra Time 1 Turn (Post-Segment 12) (-1 1/4), Incantations (-1/4)

10 **Be one with the ship:** +2 Overall (20 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2), Incantations (-1/4), Concentration 1/2 DCV (-1/4)

8 **Reverse the polarity of the Neutron flow:** +3 Overall (30 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2), Concentration 0 DCV (-1/2), Extra Time Full Phase (-1/2), Activation Roll 14- (-1/2), Side Effects (-1/2), Incantations (-1/4)

27 **Ye cannae change the laws of physics:** Variable Power Pool (Magic Pool), 20 base + 7 control cost (30 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)
- 3 Bump Of Direction

2 Environmental Movement (no penalties on/in on space vessels)

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