

# Red (The Beast)

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : Matthew Last

Genre :

Campaign :

## CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
30	STR	10	20	15-	HTH Damage 6d6 END [6]
19	DEX	10	27	13-	OCV 6 DCV 6
20	CON	10	20	13-	
15	BODY	10	10	12-	
13	INT	10	3	12-	PER Roll 12-
14	EGO	10	8	12-	ECV: 5
20	PRE	10	10	13-	PRE Attack: 4d6
4	COM	10	-3	10-	
8	PD	5	3		8 PD (0 rPD)
9	ED	4	6		9 ED (0 rED)
4	SPD	2.9	11		Phases: 3, 6, 9, 12
7	REC	9	-4		
40	END	40	0		
38	STUN	38	0		
6"	Running	6	0		
2"	Swimming	2	0		
6"	Leaping	6	0		

111 Total Characteristics Points

## EXPERIENCE POINTS

Total earned: 30

Spent: 27

Unspent: 3

Base Points: 150

Disad Points: 80

Total Points: 257

## POWERS

Cost	Name	END
20	<b>Fangs:</b> HKA 1 1/2d6 (3d6+1 w/STR) (25 Active Points); Reduced Penetration (-1/4)	2
12	<b>Claws:</b> HKA 1d6 (2d6 w/STR) (15 Active Points); Reduced Penetration (-1/4)	1

Cost	Name	END
2	<b>Nighttime Might:</b> +5 STR (5 Active Points); No Figured Characteristics (-1/2), Only at night (-1/2)	1
5	Nightvision	0
37	<b>Cause disease:</b> Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Week; +1 3/4) (55 Active Points); Only at night (-1/2)	5
34	<b>Change Form:</b> Shape Shift (Sight, Hearing, Touch and Smell/Taste Groups, Humanoids), Reduced Endurance (0 END; +1/2) (43 Active Points); Extra Time (Full Phase, Only to Activate, -1/4)	0
8	Shrinking (1.11 m tall, 27.75 kg mass, -2 PER Rolls to perceive character, +2 DCV, takes +3" KB), Reduced Endurance (0 END; +1/2) (15 Active Points); Linked (Change Form; -1/2), Extra Time (Full Phase, Only to Activate, -1/4)	0

**118** Total Powers Cost

## SKILLS

Cost	Name
10	+2 with HTH Combat
3	Persuasion 13-
3	Seduction 13-
3	Stealth 13-
2	Language: Irolon (basic conversation; literate)
1	Language: High Kartaran (imitate dialects; literate) (6 Active Points)
4	Language: Common Kartaran (completely fluent; literate)
1	AK: Alden's lands/capital 8-
1	AK: Horse Wilds 8-

**28** Total Skills Cost

## EQUIPMENT

Cost	Equipment	END
	<b>Lictor Claw:</b> HKA 1d6 (2d6 w/STR)	1

*Equipment costs shown above are for reference only, and are not included in Total Cost.*

## DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
10	Psychological Limitation: Amnesia (Common, Moderate)
15	Unluck: 3d6
15	Unknown Disadvantage
5	Money: Poor
20	Social Limitation: Monster (Frequently, Severe)

Cost	Name
5	Unknown Disadvantage
10	Psychological Limitation: Red must always spend time learning his environment if stopping for any real period (Uncommon, Strong)

**80** Total Disadvantages Cost

## APPEARANCE

Hair Colour: Red

Eye Colour: Yellow

Height: 2.22 m

Weight: 222.00 kg

Description: Two heads on top of the shoulders, one a little more centred upon the shoulders. A short stubby tail. The feet are clawed, with a single claw pointing backwards and two in front. A third large, almost metallic appearing claw curves above the other two and doesn't touch the ground. His fur is mostly a very bright red. the skin below the knees is furless and transparent, while the muscles are only translucent. It is partly concealed by the long fur from the upper legs and around the waist, which form almost a type of skirt underneath the bulging gut and otherwise heavily muscular torso. The left hand is similarly afflicted. Eyes are a cluster mostly in the 'normal' human position. They are mostly black and opaque. The right centre eye is larger, red with a vertically slit pupil. ears are immensely long and pointed, pointing up above the crest of the angled skull. the left, left one has the tip missing. Right face is mostly clear of fur. Right nose is a very short trunk which actually droops just a little over the mouth. Left face is completely furry and the nose is basically feline. Back nose is a pudgy blob. In fact, most of the back head is concealed underneath the long sprays of red fur that spring from along the tail. both top mouths function and have a combination of carnivore and herbivore teeth (?). There is a strip of much paler red fur running up the back of the two top heads from the base of the skull and then springing straight up from the back of the skulls as a fan of fur/hair that pales to translucence at its end. left: five, the corners of a tight pentagon. and two either side in a line towards the temples. right. perhaps twelve randomly spaced around the larger cyclopean eye.

## BACKGROUND

2006-01-20: Added nightvision 5pts Removed partial psych lim: amnesia 15pts  
 2005-09-21: Added Fam AK: Horsewilder 1pts  
 2005-09-19: Destitute changed to Poor -5pts 1d6 of Unluck disad removed  
 -5pts psych limitation: must always be familiar with environment +5pts skill: fam: AK: Alden's capital/lands +2pts  
 2005-05-25: 1d6 of Unluck disad removed  
 2005 - character and game begin

## PERSONALITY

## QUOTE

## POWERS/TACTICS

## CAMPAIGN USE

Character created by @NAME@

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