

Name: Ashven

Player: Scott Lutz

Appearance:

Personal Goal:

???

Personality:

Background:

Story Points: 6

Equipment:

Wigs and Makeup
Universal Translator
Temporal Surfboard (2 Story Points)
Improved Disguise Kit (1 story point)

Home Tech Level: 6 (temporal / 8 (other))

Attributes:

Awareness: 4
Coordination: 7
Ingenuity: 2
Presence: 3
Resolve: 4
Strength: 4

Skills:

Athletics: 3
Convince: 3
Craft: 1
Fighting: 2
Knowledge: 1
Marksman: 0
Medicine: 1
Science: 0
Subterfuge: 3
Survival: 1
Technology: 1
Transport: 3/5 (Exp: Temporal Surfboard)

Traits:

Alien
Attractive
Experienced
Natural Weapons
Tough
Voice of Authority
Vortex
Alien Appearance
Impulsive
Technically inept

Alien: Alien as a Trait is a 'Gateway', opening a selection of additional Traits that are normally unavailable to mere humans. It is a Good Trait, and costs just 2 Character Points to purchase.

Attractive: The Attractive Trait comes into play whenever the character is doing something that their looks can influence. As a Good Trait, the character will get a +2 bonus to any rolls that involve their stunning good looks, from charming their way past guards to getting information out of someone.

Experienced: Experienced is a Special Good Trait that costs Story Points rather than Character Points. The Story Points spent to purchase this Trait reduce the maximum Story Point pool for the character. Experienced costs 3 Story Point to purchase, and provides the character with an additional 2 Character Points and 2 Skill Points.

Natural Weapons (Claws): As a Minor Trait, the weapon is only for close combat. A weapon like this increases the damage of the usual physical attack by +2, so the alien's damage is equal to their Strength +2.

Tough: The Tough Trait reduces the amount of injury a character sustains if wounded during the course of the adventure. Tough reduces the amount of damage that would normally be deducted from the character's Attributes by 2. This is after any other effects, such as armour, are taken into account.

Voice of Authority: This is a Minor Trait and provides the character with a +2 bonus to Presence and Convince rolls to try to get people to do as you like or to gain their trust. The Gamemaster may modify this to suit the situation.

Vortex: The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device.

Alien Appearance: As a Minor Bad Trait, Alien Appearance means the character is basically humanoid but with a distinctive alien feature. In most cases, when they encounter people who are okay with aliens, there will be no adverse reactions. However, when meeting the inhabitants of lower-level planets, who may not have met aliens before, social rolls will all suffer a -2 penalty (that is if they don't just run away!).

Impulsive: There are no penalties or modifiers for this Minor Bad Trait, but the player should remember the impulsive nature of their character and bring it into play when possible. It shouldn't make them take unnecessary risks, but they will leap into a situation before they have all of the facts, thinking they're doing good.

Technically Inept: : Technically Inept is a Bad Trait which penalises any attempt to fix technology or devices, or using particularly complex technology, applying a -2 penalty to the roll. If the Gamemaster thinks it is suitable to the story, an electronic device being used by the character can fuse or fail.