

Character Name: Frank Torani **Age:** 102
Occupation: Freelance bodyguard/hired gun
Species: Hork (part human/part orc)
Alignment: Neutral **d6 Class:** Fighter
Weight: 250 LB
Height: 6'5" **Gender:** M
Move 10



Reflexes	<input type="text" value="2D+1"/>	(W) Presence	<input type="text" value="2D"/>
acrobatics		animal handling	
p brawling	<input type="text" value="3D"/>	charm	
climbing		command	
contortion		con	
p dodge	<input type="text" value="3D+1"/>	disguise	
flying		p intimidation	<input type="text" value="2D+1"/>
jumping		persuasion	
p melee combat	<input type="text" value="3D+1"/>	willpower	
riding			
sneak			

(S) Coordination	<input type="text" value="4D"/>	Knowledge	<input type="text" value="2D+2"/>
lockpicking		business	
p marksmanship	<input type="text" value="5D"/>	p demolitions	<input type="text" value="3D+1"/>
p --> Annie Gun	<input type="text" value="5D+2"/>	forgery	
p missile weapons	<input type="text" value="5D+2"/>	languages	
piloting		medicine	
sleight of hand		navigation	
p throwing	<input type="text" value="5D"/>	scholar	
		security	
		tech	

Physique	<input type="text" value="4D"/>	Perception	<input type="text" value="2D+2"/>
p lifting	<input type="text" value="5D"/>	gambling	
running		hide	
stamina		investigation	
swimming		Know-how	
		repair	
		search	
		p streetwise	<input type="text" value="4D"/>
		survival	
		tracking	

Magic

alteration _____

apportation _____

conjuraton _____

divination _____

Spells

Funds	<input type="text" value="4D"/>	Char. Pts	<input type="text" value="7"/>
Strength Dmg.	<input type="text" value="2D"/>	Fate Pts	<input type="text" value="1"/>

Body Pts	<input type="text" value="35"/>	Taken	<input type="text"/>
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Wound Level	Body Pts Range	
Stunned	<input type="text" value="28"/>	<input type="text" value="21"/>
Wounded	<input type="text" value="21"/>	<input type="text" value="14"/>
Severely Wnd	<input type="text" value="14"/>	<input type="text" value="7"/>
Incap.	<input type="text" value="7"/>	<input type="text" value="4"/>
Mortally Wnd	<input type="text" value="3"/>	<input type="text" value="0"/>
Dead (0)	<input type="text" value="0"/>	

Character Name: Frank Torani

Advantages:

Racial Adv.: Infravision (1); Skill Bonus (due to minor Shapeshift)(1): you can change your face to a bestial/Orcish look to intimidate (+1D to intimidation checks); Longevity (3): you live 3x as long as humans.

Personal Adv.: Contacts (1) - Albredura Underground; Equipment (2): "Annie" Gun; Trademark Specialization (marksmanship - Annie Gun)

Disadvantages

Racial Disadv.: Mild Environmental Incompatibility (R2): -3 modifier to Perception skill checks while in bright light or broad daylight. You require sun glasses all during the day. Without the sunglasses, the modifier is doubled.; Advantage Flaw (Skill Bonus/Minor Shapeshift)(1): When angered or in combat, character must make a Moderate check vs Will Power to resist "the beast."; Prejudice (1): your species is very rare. They were thought wiped out a thousand years ago during the Godwar; Infamy(1): A few people remember why your species was wiped out, but you don't even know that.

Personal Disadv.: Enemy (R2) - Lucky Chuck; Debt (R1): Willis "Sweet Willy" Smythe for a certain good time with a couple of his ladies. Quirk (Moderately Vengeful (2): when wronged, you tend to hold a grudge until you payback that wrong.

Equipment:

Skandra "Annihilator" SMG (damage 4D; ammo 30; range10/20/50); two 30 round ammo drums; Knife (+1D); Leather jacket (AV +2); Collapsible Battle Axe (+3D); Violin Case

Description:

Life as a thug is not easy but it pays well. You have gone from one thug job to another - bar bouncer, Big Rich bodyguard, security guard for a Company transport across the Wilderness and even a short stint in the early years as a Sentinel. Life has had its changes, but it is amazing how it all has stayed the same for you - brute strength and a good weapon gets you pretty much anywhere with the right application. After spending time in a Galitia prison for a crime you know you did not do - *That's what they all say....* - you have just gotten out, and are looking for work. A letter was waiting for you at the gates of the prison. It said something about doing a job in Albredura. Funny thing, you had plans on going to Albredura soon because that's where the mug is that put you in prison and who you are convinced framed you. He was the whole reason why you just spent 20 years in the hole - "Lucky" Chuck Unglehood (a Hugor - cross between a human and ogre), one of "Big" Mickey Tartonne's lieutenants.