Perardo Whitestar

Real Name: Perardo Whitestar

Animal Type: Mouse

Alignment: Unprincipled

Attributes: I.Q. 11, M.E. 25, M.A. 18, P.S. 16, P.P. 14, P.E. 17, P.B. 12, Spd. 19.

Age: 19 Sex: Male Size Level: 7

Weight: 92 lbs Height: 5' 2"

Hit Points: 19 **S.D.C.:** 55 **P.P.E.:** 34

Disposition: Adventurous, articulate, confident, humorous, sarcastic, cautious, and regretful.

Description: Perardo has a brown coat of fur, with a white underbelly, and a long naked tail. He has a star-shaped white patch of fur over his right eye. He has many scars along his back (souvenirs from his days as a slave) that are otherwise hidden by his fur.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: None.

Psionics: Detect Psionics, Mind Block, and Telepathic Listening.

Vestigial Disadvantages: Vestigial Tail (5' long tail).

Level of Experience: 1st Level **Occupation:** Adventurer/Explorer

Skills of Note: Athletics (General), Boxing, Camouflage (20%), Fencing, Hand to Hand: Basic, Land Navigation

(36%), Language: English (40%), and Rope Works (30%).

Secondary Skills: Cook (30%), General Repair & Maintenance (35%), Prowl (20%), Wilderness Survival (30%),

W.P. Sword, and W.P. Revolver.

Natural Weapons: None
Attacks Per Melee Round: 5

Bonuses: +3 to parry and dodge, +1 hand to hand damage, +2 to pull punch, +5 to roll with fall, punch or

impact.

Other Bonuses: +5 to save vs. psionic attack, +8 to save vs. insanity, 50% trust/intimidate, +5% to save vs. coma/death, and +1 to save vs. magic/poison.

W.P. Sword Bonuses: +2 to strike and +1 to parry (includes fencing bonuses).

Modern W.P. Bonuses: +3 to strike (aimed).

Personal Profile: Perardo Whitestar grew up in a slave camp in New Kennel. To this day, he has a distrust of mutant dogs. His life was one of physical labour and hardship. He was one of many mutant animal slaves used for brute labour. At the age of seventeen, he was able to escape from his slave camp and make it into the surrounding wilderness. He was able to evade Empire of Humanity patrols and found his way into the Contested Lands.

Once there, he met an old mutant rabbit, known as Onys Half-Ear (due to him missing half an ear), who took Perardo in and gave him shelter. Perardo was touched by such kindness and he stayed with the old rabbit and helped him on his small farm. In return, Onys taught Perardo how to use a sabre and revolver. One night the small farm was attacked by a raiding party from New Kennel. Perardo was able to get Onys Half-Ear and himself

away from the attacking forces but unfortunately, Onys was mortally wounded. The dying Onys gave Perardo his sabre and large brim hat and told him to get far away. Perardo watched his adopted mentor die.

In the following morning, after Perardo buried his mentor, he returned to the farm. It was a burnt out ruin. Perardo searched the ruin for anything that could be of use. He found nothing useful but what he didn't find at all was more interesting to him – the silver handled Rhode Island .38 Revolver that belonged to Onys was missing! Perardo knew if he should ever find whole stole it, that person was good as dead!

Background: Freed Slave

Relatives & Connections: The character will be familiar with at least three of the mutant animal camps, mines, or factories in New Kennel, and will know dozens of friends in each of those places.

Money: 60 bucks.

Equipment: Basic clothing, a large brim hat with a feather stuck in it, and a sabre (2D4 damage).