

Name: Toltecatl (Tol-teh-cat)

Race: Human

Sex: Male

Profession: Mexica Warrior

Temporal Origin: Tenochtitlán, TNP Earth, AD 1428

Attributes:

STR	Level V	CHA	Level IV
END	Level VI	MNT	Level IV
DEX	Level V	ITN	Level IV

Special Ability:

Enhanced Endurance

Combat Statistics:

AP:

Armed Combat,	
Macahuitl (Wooden club with obsidian blades)	Level VI
Obsidian Dagger	Level V
Spear	Level VI
Unarmed Combat,	
Brawling	Level V
Grappling	Level VI

Significant Skills:

Artistic Expression,	IV
Dance	V
Stone Carving	
Climbing	V
Earth Sciences,	
Geology (Early 7th Century)	III
Leadership	IV
Military Sciences,	
Small Unit Tactics	III
Trap Discovery	IV
Trap/Ordinance Disarmament	III
Security Procedures,	
Concealment	IV
Stealth	V
Sports,	
Swimming	V
Wrestling	V
Verbal Interaction,	
Haggling	IV
Negotiation/Diplomacy	IV
Wilderness Survival,	
Tropical Climate	V

Appearance:

Height: Average

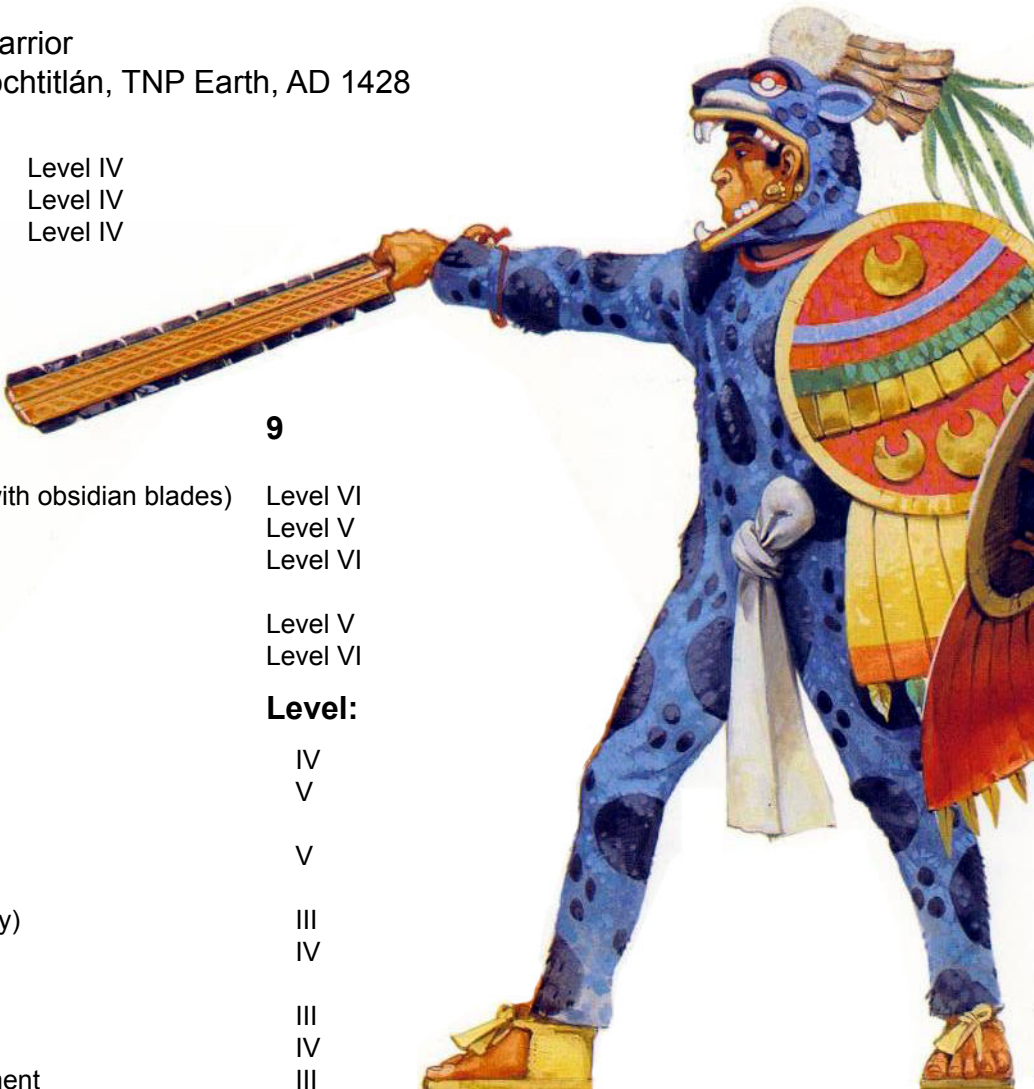
Build: Average

Looks: Striking

Apparent Age: Young Adult

Actual Age: 20+

Recognition Handle: Short black hair, dark brown eyes, pierced ears with stone earrings, battle scars on the left side of his torso.



Distinguishing Physical Characteristics:

Toltecatl is a young Mexica male with a tanned complexion, broad shoulders and a well proportioned physique. He has short black hair and dark brown eyes. His ears have been pierced and he wears small earrings carved from stone. In times of war, he wears a tight fitting cotton body suit called a tlahuizli (provides 1D3 protection). His tlahuizli is blue with black spots and the helmet is shaped like the head of a jaguar. He earned his distinctive body suit by capturing four prisoners during a battle. When he is not wearing his tlahuizli, he often has an obsidian dagger tucked into his belt.

Brief Personal History:

Birthplace: Tenochtitlán, TNP Earth, AD 1408.

Toltecatl is a Mexica warrior who has worked his way up within the army ranks due to his skill with the Macahuitl and his bravery. His father was a simple stone carver and he wanted his son to follow in his footsteps but the excitement and the chance of advancement, both socially and financially, called to him instead. He joined the army of the Triple Alliance (three tribes of Mexica people who formed one city-state). He distinguished himself on the field of battle against the Triple Alliance's enemies, the Culhuacan people/city-state. He was rewarded his jaguar tlahuizli and many precious stones for his actions during the battle.

Unfortunately, Toltecatl's father died in an accident before he had a chance to hear of his son's success. Toltecatl used his newly found wealth to bury his father with the finest goods so his father would be able to offer them to Mictlantecuhtli (the god of the dead) when his spirit arrived at the Underworld.

He has taken up stone carving with much enthusiasm as he tries to leave the violence of war behind him. He has travelled into the hills in search for the finest rocks to carve. During this trip, he encountered the Time Lord known as Professor Arkana who was searching for an alien presence that was meddling in local affairs by masquerading as the Mexica god of bats, Camazotz. Toltecatl befriended the Professor and helped him defeat the alien menace. Afterwards, Toltecatl joined the Professor and became one of his travelling companions.

Personality:

Motivations/Desires/Goals:

Toltecatl is a man of action with nerves of steel. He is brave and always meets adversity head on. His bravery is matched by his sense of honour and fair play. He is a veteran of several war campaigns but he has begun to grow tired of the battle field and prefers to live up to his name (which means artist) by carving stone. He is loyal to his friends and once he gives his word, he stands by it.

Manner:

Toltecatl's manner is often blunt and forward. He speaks what is on his mind without mincing words. His to the point manner of talking has got him in trouble on more than one occasion.