

NAME: Tzimak	PLAYER'S NAME:
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TYPE: Mutant Dog (Doggo)	GENDER: Male	AGE: 25	RANK: 2
HEIGHT: 1.75 m	WEIGHT: 65.8 kg	HAIR/FUR: Black & brown	EYES: Brown
COMMUNITY: Clan Cambol	XP POINTS: 7574	SKIN: Brown	
MOVEMENT RATE: 8 / 600 / 12	OTHER MOVEMENT:		

HIT POINTS: 79	CURRENT HIT POINTS:	ARMOUR CLASS: 4 (5)
HIT DICE: 18d6	FORCE FIELD:	REAR ARMOUR CLASS: 8

MS: 16	MODIFIED MS:	NOTES:
IN: 15	MODIFIED IN:	NOTES:
DX: 15	MODIFIED DX: 16	NOTES: +1 to hit in physical combat, +1 to AC
CH: 13	MODIFIED CH:	NOTES:
CN: 18	MODIFIED CN:	NOTES:
PS: 14	MODIFIED PS:	NOTES:

LANGUAGES: Trade Speak, Clan Cambol, and Mutant Doggo
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WEAPONS:					
Type	WC	Effective Range	Maximum Range	Damage	Kilo
Bite	HD			1d6	-
Long sword	3			1d8/D	5
2 Slug throwing pistols C	10	18 m	36 m (½ dmg)	2d6	1
Stun ray rifle	12	90 m	180 m	uncon. 1d20 min.	4
2 Energy grenades	8	42 m	84 m	12d6	.4

MONEY: 32 gp, 63 domars, and 3 hex bolts (worth 50 gp each).

NOTES:
<ul style="list-style-type: none"> ● XP Bonuses: (1) +1 to Hit in physical combat, (2) +1 to Dexterity. ● Can fire two shots of the stun ray rifle as one action.

PHYSICAL MUTATIONS:	EFFECTS:
Electrical Generation	3d6 Electrical shock touch
Heightened Balance	+1 multiple modifier on all DX Checks
Heightened Hearing	Range 60 m; Suffers double damage from Sonic Blast
Heightened Smell	Range 60 m (calm days), 90 m (windy days)

MENTAL MUTATIONS:	EFFECTS:
Reflection	Immune to Life Leach
Stunning Force	Range 30 m; knock unconscious for 1d6 hours (PSH) or 1d4 hours (H/MA); 1/day
Total Healing	Heal all damage or negate poison or radiation; Four times per week

Equipment:					
Item	Location	Wt.	Item	Location	Wt.
Clothing	Body	-	Backpack	Back	1
Leather and furs	Body	(3)	Bedroll	Backpack	2
Duralloy shield	Left Hand	1	Waterskin (1 litre)	Backpack	.5
Long sword	Right Hand	4	Tinder box (steel & flint)	Backpack	.2
2 Slug throwing pistols C (+12 shots each)	Belt	1	2 Small leather sacks	Belt	.4
Stun Ray Rifle (3 shots left)	Back	4	Binoculars	Neck	.5
2 Energy grenades	Belt	.4	Glow cube	Sack	.5
			Image cube	Sack	.5
		10.4			5.6

Total Weight Carried: 16

Encumbrance Type: Burdened

Weapon: Bite **Total To-Hit Modifier:** +2

DAC	1	2	3	4	5	6	7	8	9	10
Hit #	14	13	12	11	10	8	7	6	5	4

Weapon: Long sword **Total To-Hit Modifier:** +2

DAC	1	2	3	4	5	6	7	8	9	10
Hit #	18	17	16	15	14	13	12	11	10	9

Weapon: Energy Grenades **Total To-Hit Modifier:** +2

DAC	1	2	3	4	5	6	7	8	9	10
Hit #	18	17	16	15	14	13	12	11	10	9

Weapon: Slug Throwing Pistol A **Total To-Hit Modifier:** +2

DAC	1	2	3	4	5	6	7	8	9	10
Hit #	16	15	14	13	12	11	10	9	8	7

Weapon: Stun Ray Rifle **Total To-Hit Modifier:** +2

DAC	1	2	3	4	5	6	7	8	9	10
Hit #	16	15	15	15	15	15	11	9	6	5

BACKGROUND:

- Tzimak was born in the village of Leezburke, of Clan Cambol. He was raised in a small home on the north-eastern edge of the village.
- He found and retrieved a fragment grenade during his Rite of Passage into Pitz Burke. He was almost killed by a Carrin but was saved by his childhood friend, Orionson (a pure strain human). Unfortunately, Orionson was killed when he moved Tzimak out of the Carrin's attack.
- He helped save a small enclave of peaceful androids from a Red Death raiding party. As a reward, the androids gave Tzimak a fully charged stun ray rifle as a reward (he has since used half of the charges).
- Tzimak has gained two additional mutations since his Rite of Passage.

