

## BIOGRAPHICAL INFORMATION

<b>Name</b>	<b>Vitus Garzeny</b>
<b>Player</b>	
<b>Quick Description</b>	Vitus Garzeny was an orphan in Hungary, taken by the soviets and subjected to various experimental procedures. He is large, muscular, and has a permanent scowl of bad-tempered disdain.
<b>Race</b>	Human
<b>Gender</b>	Male
<b>Nationality</b>	Hungarian
<b>Hair</b>	Black
<b>Eyes</b>	Hazel
<b>Build</b>	Muscular

<b>A.P.'s Gained</b>	75
<b>Age</b>	21
<b>Age Band</b>	Mature
<b>Height</b>	77 6' 5" / 1.95 m
<b>Weight</b>	250 17 st 12 lbs / 114 kgs
<b>Encumbrance</b>	
<b>Handed</b>	Right

**Passions**

Violence. Loyalty. Cats.

**Antipathies**

Injustice. Communism.

**Ambitions**

Have a normal life...one day.

## VOCATION

<b>VOCATION CLASS</b>	Military & Paramilitary
<b>1st Occupation Profile</b>	Body Guard
<b>Occupation Track</b>	

<b>Notes</b>	+3 between, CA:M, CA:R, PCP & STL
<b>Skill Set Allocations</b>	
<b>First</b>	Combat Activity: Melee
<b>Second</b>	Combat Activity: Melee
<b>Third</b>	Combat Activity: Melee

## SPECIAL ABILITIES

Type	Name	Description	Cost	#	Uses	Cor
Paranormal	Gatecrasher	Can physically smash through walls and doors, given a run up or a good velocity.	60	2	1 pSpM	0
Mental & Sensory	Pragmatism	Ignores Stress Gain from Morality & Moral Dilemmas.	10	1		0
Statistics &	Biomorphic Integrity: Enhance Actual: Genetic Cohesion	Final BIO is increased by +2.	15	1		0
Combat	Bodyguard	Sacrifices own defence to protect an ally.	10	1		0
Combat	Lethal Strike	Increases Damage to foe by the margin of success on the Attack roll.	5	1		0
			0			0
			0			0

Remaining 0 | 100

MUTATIONS				
Type	Mutation	Severity	Effect	Cor

## STATISTICS

<b>BIO</b>	= $\frac{4}{0} + 4$
AbMax: X3: 12 Exceptional	

<b>ITR</b>	= $\frac{3}{0} + 3$
AbMax: X3: 9 Remarkable	

<b>LUK</b>	= $\frac{1}{0} + 1$
AbMax: X3: 3 Able	

<b>MND</b>	= $\frac{0}{0} + 0$
AbMax: X3: 3 Average	

<b>SNS</b>	= $\frac{1}{0} + 1$
AbMax: X3: 3 Able	

<b>SPD</b>	= $\frac{1}{0} + 1$
AbMax: X3: 3 Able	

## ATTRIBUTES

<b>DAMAGE BONUS</b> <b>+4</b>	<b>COINCIDENCES</b> <b>+1</b>	<b>METALINGUISTICS</b> <b>+0</b>	<b>REACTION SPEED</b> <b>+1</b>	<b>EVASION</b> <b>+1</b>	<b>DEATH @</b> <b>-7</b>			
<b>LIFE POINTS</b> <div style="text-align: center; font-size: 2em; font-weight: bold;">28</div> <small>AbMax: X3: 84</small>	<b>LIFE POINTS TRACK</b> 			<b>PSYCHOLOGICAL DISORDERS ?</b> <div style="height: 80px; border: 1px solid black;"></div>				
<b>SHOCK INCAPACITY</b> <div style="text-align: center; font-size: 2em; font-weight: bold;">14</div> <small>AbMax: X3: 42</small>	<b>S-INC TRACK</b> 							
<b>STRESS</b> Stability <b>+1</b>	<b>STRESS TRACK</b> 		<b>CRISIS POINTS</b> 1st = 11    4th = 44 2nd = 22    5th = 55 3rd = 33		<b>STRESS RESPONSE TALLY</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; padding: 2px;">Fight</td> <td style="border: 1px solid black; padding: 2px;">Flight</td> <td style="border: 1px solid black; padding: 2px;">Hysteria</td> </tr> </table>	Fight	Flight	Hysteria
Fight	Flight	Hysteria						

## ENCUMBRANCE

<b>ENC Base</b>	18
<b>x2 or more</b>	36
<b>x3 or more</b>	54
<b>x5 or more</b>	90

Equipment of Note	ENC
Body Armour	12
Ballistic Shield	6
Rhino Helmet	5
<b>Total</b>	28

## RIFT TRAVEL & CORRUPTION DATA

<b>Resist Rift-Warp</b> <b>+4</b>	<b>Total Corruption</b> <b>0</b>
<b>Inoculation Base</b> <b>30</b>	<b>Total Rifts Traversed</b> <b> </b>

## SKILL SETS

ACADEMIC & TECHNOLOGICAL					
Average of					
MND	+0				+0
SNS	+1				
Vocation	Special				
+0	+0				<b>Ac&amp;T</b>

ANIMALS & PEOPLE					
Average of					
ITR	+3				+3
Vocation	Special				
+0	+0				<b>AniP</b>

COMBAT ACTIVITY:MELEE					
Average of					
BIO	+4				+5
SPD	+1				
Vocation	Special				
+3	+0				<b>CA:M</b>

COMBAT ACTIVITY:RANGED					
Average of					
LUK	+1				+1
SNS	+1				
Vocation	Special				
+0	+0				<b>CA:R</b>

OCCUPATIONAL					
Average of					
ITR	+3	SNS	+1		+1
MND	+0	SPD	+1		
Vocation	Special				
+0	+0				<b>OCCP</b>

PARANORMAL					
Average of					
BIO	+4				+2
MND	+0				
Vocation	Special				
+0	+0				<b>PARA</b>

PERCEPTION					
Equals					
SNS	+1				+1
Vocation	Special				
+0	+0				<b>PCP</b>

PHYSICAL:FITNESS					
Average of					
MND	+0				+0
SPD	+1				
Vocation	Special				
+0	+0				<b>PhyF</b>

PHYSICAL:MOTION					
Equals					
SPD	+1				+1
Vocation	Special				
+0	+0				<b>PhyM</b>

PHYSICAL:STRENGTH					
Average of					
BIO	+4				+4
Vocation	Special				
+0	+0				<b>PhyS</b>

STEALTH					
Average of					
ITR	+3				+2
LUK	+1				
Vocation	Special				
+0	+0				<b>STLH</b>

Empty Skill Set					
Average of					
Vocation	Special				

## EXPERTISE

MANDATORY	#	R / #	FULL NAME (Root): (Branch): (Specialisation)	SKILL-SET	SSV	Adv	Total	
	1	R		Intimidation: (1) Root	AniP	3		+4
2	R		WS: Unarmed Combat: (1) Root	CA:M	5		+6	
CHOSEN MANDATORY SKILLS	3		Weapon Skill: Melee: (1) Root (CA:M)	CA:M	5		+6	
	4		Driving Manoeuvres: Getaway Driving (PhyF)	PhyF	0		+1	
	5		Espionage & Subterfuge: Body Language Interpretation (AniP)	AniP	3		+4	
	6		First Aid: (1) Root Expertise (OCCP)	OCCP	1		+2	
	7		Weapon Skill: Shields (CA:M)	CA:M	5		+6	
	Free Choices	8				0		
		9				0		
10					0			
11					0			
12					0			
13					0			
14					0			
15					0			
16					0			
17					0			
18					0			
19					0			
20					0			

## WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC
Police-Issue Maul	Medium/STUN/BFT	1	2d10 STUN FX	-3	0	0	0	0	5
Ballistic Shield (AS 10 vs Ballistic; 6 vs HAK/STAB/BFT)	Light/STUN/BFT	1	2d6STUN FX	-6	0	0	0	0	5

Roll	Loc	AS
18	Head	
17	Face	
16	Neck	
15	Chest	
14	Belly	
13	Hip	
11-12	Shoulder	
9-10	Arm	
8	Hand	
6-7	Thigh	
5	Shin	
4	Foot	