

BIOGRAPHICAL INFORMATION

Name	Steve Bennion
Player	
<small>Quick Description</small>	Steven Bennion is a "professional" surfer. He has bleached blonde hair and tanned skin. He dropped out of college to surf the waves of the world, but is always looking for the next thrill..
<small>Race</small>	Human
<small>Gender</small>	Male
<small>Nationality</small>	American
<small>Hair</small>	Blonde
<small>Eyes</small>	Blue
<small>Build</small>	Toned

<small>A.P.'s Gained</small>	25
<small>Age</small>	21
<small>Age Band</small>	Mature
<small>Height</small>	73 6' 1" / 1.85 m
<small>Weight</small>	187 13 st 5 lbs / 85 kgs
<small>Encumbrance</small>	
<small>Handed</small>	Right

Passions

Surfing. Adventure. Risk.

Antipathies

Boredom. Money.

Ambitions

Find the ultimate thrill...

VOCATION

<small>VOCATION CLASS</small>	Entertainment, Sports & Celebrity	<small>Notes</small>	+2 to AniP, +1 to either AC&T, OCCP, PARA, PhyM or Phys
<small>1st Occupation Profile</small>	Surfer		Skill Set Allocations
<small>Occupation Track</small>		<small>First</small>	Physical:Motion
		<small>Second</small>	
		<small>Third</small>	

SPECIAL ABILITIES

Type	Name	Description	Cost	#	Uses	Cor
Activities	Sea-Legs	No seasickness. Balance on moving platform Tasks drop 1 DL.	10	1	1pSpM	0
Activities	Like A Fish	Swimming Tasks drop 1 DL.	10	1		0
Social	Appearance: Attractive	+3 to any social interaction Tasks.	10	1		0
Social	Cultural Standing	High standing within a particular group, which need not be defined	10	1		0
Attributes	Reaction Speed: Lightning Reflexes	+2 Reaction Speed.	10	1		0
			0			0
			0			0
			Remaining 0	50		

MUTATIONS				
Type	Mutation	Severity	Effect	Cor

STATISTICS

<small>BIMORPHIC INTEGRITY</small> BIO = $\frac{4}{+0}$ +4 <small>AbMax: X3: 12 Exceptional</small>	<small>INTERACTION</small> ITR = $\frac{3}{+0}$ +3 <small>AbMax: X3: 9 Remarkable</small>	<small>LUCK</small> LUK = $\frac{1}{+0}$ +1 <small>AbMax: X3: 3 Able</small>	<small>MIND</small> MND = $\frac{0}{+0}$ +0 <small>AbMax: X3: 3 Average</small>	<small>SENSES</small> SNS = $\frac{1}{+0}$ +1 <small>AbMax: X3: 3 Able</small>	<small>SPEED</small> SPD = $\frac{1}{+0}$ +1 <small>AbMax: X3: 3 Able</small>
--	--	---	--	---	--

ATTRIBUTES

<small>DAMAGE BONUS</small> +4	<small>COINCIDENCES</small> +1	<small>METALINGUISTICS</small> +0	<small>REACTION SPEED</small> +1	<small>EVASION</small> +1	<small>DEATH @</small> -7			
<small>LIFE POINTS</small> <div style="text-align: center; font-size: 24px; font-weight: bold;">28</div> <small>AbMax: X3: 84</small>	<small>LIFE POINTS TRACK</small> 			<small>PSYCHOLOGICAL DISORDERS ?</small> <div style="height: 40px; border: 1px solid #ccc;"></div>				
<small>SHOCK INCAPACITY</small> <div style="text-align: center; font-size: 24px; font-weight: bold;">14</div> <small>AbMax: X3: 42</small>	<small>S-INC TRACK</small> 			<small>STRESS TRACK</small> 				
<small>STRESS</small> Stability +1	<small>CRISIS POINTS</small> 1st =11 4th =44 2nd =22 5th =55 3rd =33			<small>STRESS RESPONSE TALLY</small> <table style="width: 100%; text-align: center;"> <tr> <td style="border: 1px solid #ccc; width: 33%;">Fight</td> <td style="border: 1px solid #ccc; width: 33%;">Flight</td> <td style="border: 1px solid #ccc; width: 33%;">Hysteria</td> </tr> </table>		Fight	Flight	Hysteria
Fight	Flight	Hysteria						

ENCUMBRANCE

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

<small>Equipment of Note</small>	<small>ENC</small>
Surfboard	12
Swimming kit (towel/sunscreen)	5
Ukelele	4
Total	29

RIFT TRAVEL & CORRUPTION DATA

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

SKILL SETS

ACADEMIC & TECHNOLOGICAL					
Average of					
MND	+0				+0
SNS	+1				
Vocation	Special				
+0	+0				Ac&T

ANIMALS & PEOPLE					
Average of					
ITR	+3				+5
Vocation	Special				
+2	+0				AniP

COMBAT ACTIVITY:MELEE					
Average of					
BIO	+4				+2
SPD	+1				
Vocation	Special				
+0	+0				CA:M

COMBAT ACTIVITY:RANGED					
Average of					
LUK	+1				+1
SNS	+1				
Vocation	Special				
+0	+0				CA:R

OCCUPATIONAL					
Average of					
ITR	+3	SNS	+1		+1
MND	+0	SPD	+1		
Vocation	Special				
+0	+0				OCCP

PARANORMAL					
Average of					
BIO	+4				+2
MND	+0				
Vocation	Special				
+0	+0				PARA

PERCEPTION					
Equals					
SNS	+1				+1
Vocation	Special				
+0	+0				PCP

PHYSICAL:FITNESS					
Average of					
MND	+0				+0
SPD	+1				
Vocation	Special				
+0	+0				PhyF

PHYSICAL:MOTION					
Equals					
SPD	+1				+1
Vocation	Special				
+0	+0				PhyM

PHYSICAL:STRENGTH					
Average of					
BIO	+4				+4
Vocation	Special				
+0	+0				PhyS

STEALTH					
Average of					
ITR	+3				+2
LUK	+1				
Vocation	Special				
+0	+0				STL

Average of					
Vocation	Special				

EXPERTISE

	#	R / #	FULL NAME (Root): (Branch): (Specialisation)	SKILL-SET	SSV	Adv	Total
MANDATORY	1	#	Swimming, Diving & Water Sports: Surfing & Boogieboarding	PhyM	1		+2
	2	R	Swimming, Diving & Water Sports: (1) Root	PhyM	1		+2
	3	#	Survival: Shores & Coasts	PhyS	4		+5
CHOSEN MANDATORY SKILLS	4	#	Music: Play: Strings (AniP)	AniP	5		+6
	5	#	Music: Musical Style: Surfer Pop (AniP)	AniP	5		+6
	6	R	Seduction: (1) Root Expertise (AniP)	AniP	5		+6
	7	R	Fishing: (1) Root Expertise (OCCP)	OCCP	1		+2
Free Choices	#	R / #	FULL NAME (Root): (Branch): (Specialisation)	SKILL-SET	SSV	Adv	Total
	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

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	