



Nature of the Beast

<hr/> <i>Character's Name</i>	<hr/> <i>Player's Name</i>
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<hr/> <i>Overseer's Signature</i>	<hr/> <i>Date</i>
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***Special Favors or Items from Adventure
(Strikethrough items or services not found or attained)***

One-Armed Man

Your arm has been torn from its socket, leaving you as a one-armed man. You now receive a -4 penalty to all Strength and Dexterity based skills require two hands. Over time this penalty reduces as you adjust to being one-armed.

After 40 TU is spent in scenarios, the one-armed penalty becomes a -2 penalty to all Strength and Dexterity based skills require two hands.

After 80 TU is spent in scenarios, the one-armed penalty to all Strength and Dexterity based skills require two hands is removed.

After 120 TU is spent in scenarios, the character gains the bonus trait One-Hander. If the character already has this trait, he gains the trait Improved One-Hander as detailed below.

Improved One Hander: One of the character's hands is very dominant. He excels with single-handed weapons and gains a +2 bonus to attack rolls with them, but cannot use weapons requiring the use of two hands.

Acquired, Purchased, and Traded Items

Items Acquired from Scenario	

Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total
Beastmasters				Techno-Reapers			
Chi Dynasty				Unity			
Children of the Apocalypse							
Desert Rangers							
Ghul Collective							
Mutant Army							
NEMO							
Savior's Army							
Slaver's Union							
Steel Disciples							

Item Purchased	Cost

Traded Items		
Traded	Acquired	Character / Player Name

	Total

OPS Log #

Starting Time Units

Time Units Spent

Other Time Units Spent

Remaining Time Units

Previous Experience

Experience Earned

Total Experience

Previous Coin

Coin Gained

Coin Spent

Total Coin

Notes

Remaining Karma Points

Gained Level