

Basic Info

Name: Hoff

Type: [Kreal](#), Mutant Tortoise

Pronouns: He/Him/His

Age: Seems very old

Superior Attributes, Strong Destiny, Average Mutations, Average Background, weak Tech.

Destiny (4)

Attributes (42)

-
- 9 Physical Strength (PS)
-
- 4 Dexterity (DX)
-
- 9 Constitution (CN)
-
- 6 Intelligence (IN)
-
- 12 Mental Strength (MS)
-
- 2 Charisma (CH)

Mutations (18)

-
- 5 ESP (*The Seeking Eye*)
-
- 5 Natural Armor
-
- 4 Sandcrafting (*Turn sand into energized crystals*)
-
- 4 Backshell (*Natural container, can form shelter*)

Background (18)

-
- 6 Mystic [Shaman] (*The Seeking Eye*)
-
- 6 Ranger [Scavenger] (*Wanderer*)
-
- 4 Historian [Wise Man]
-
- 2 Gambler

Gear (0)

-

Conditions

-
- 1 burnout die (ESP)
-
- 2 White Sand Rocks for sand for Crystals
-
- Paranoid 1 (from failed hunting ESP roll)
-
- 3 bonus dice, next Seeking Eye
-
- 4 Compulsion to Travel To Skybranch
-
- 4 Playing into Skybranch's Hand
-
- 1 Annoys Young Urag
-
- 1 die towards advancing CON (exercise)

Picture



Lifepath

What sort of beings were the character's parents or creators?

Where was the character born or created?

Was the character born with mutations?

Where was the character raised?

Who taught the character what they know?

What beliefs was the character taught?

What did the character learn in order to survive?

Did the character have any good or bad experiences with any cryptic alliances?

Has the character ever visited any ancient ruins?

Has the character actually ever fought anybody, and if so, how did that end?

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