

Basic Info

Name: Hoff
Type: Kreall, 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)

- 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~~

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?

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~~

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Last update: **2021/02/26 17:17**