

Basic Info

Name: Cap'n Sqiddy
Type: Mutant Human
Merchant Captain
Pronouns:
Age:
Destiny

Attributes

-
- 1 Physical Strength (PS)
-
- 3 Dexterity (DX)
-
- 1 Constitution (CN)
-
- 6 Intelligence (IN)
-
- 3 Mental Strength (MS)
-
- 10 Charisma (CH)

Mutations

-
- 5 Illusion
- Chromatowhatevers
-
- Heightened Intelligence
-
- Mental Blast

Background

-
- 5 Engineer
-
- 5 Entertainer
-
- 5 Merchant
-
- 5 Sea Captain
-
- 10 Jack-of-all-Trades

Gear

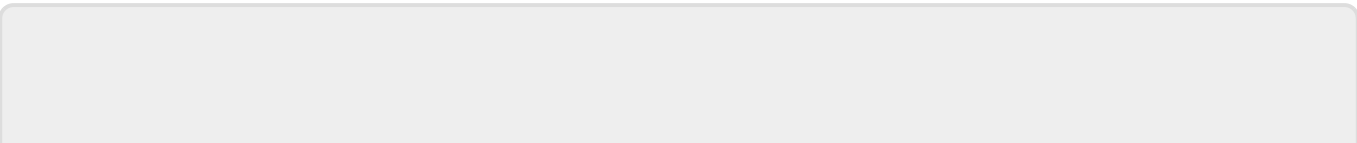
-
- 4 Squiddy's Boat
-
- 3 Mechanized Leg Brace
-
- 5 Cane Sword
-
- 5 Modded Laser Pistol

Picture

[insert_pic_here](#)

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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