

Character Statistics :

Name : Gragish R.C.C. : African Lion
Alignment : Aberrant O.C.C. : Commando Mercenary
Sex : Male Age : 32 Height : 6'6" Weight: 195 lbs. Size Level: 10
S.D.C. : 86 H.P. : 58 Chi : 216 Attacks: 4 Exp. Level: 9

Physical Attributes & Bonuses :

I.Q. : 20 Strike : +5 (+6 w/Body Block)
M.E. : 12 Parry : +8
M.A. : 25 Dodge : +9
P.S. : 29 (Crushing Strength) Roll w/Punch : +10
P.P. : 20
P.E. : 27 Trust/Intimidate : 84%
P.B. : 12 Save vs. Coma/Death : +24%
Spd. : 22 Save vs. Magic/Poison : +6

Human Features :

Full Hands and Full Biped. No speech (uses telepathic transmission to communicate).

Mutant Abilities, Vestigials, & Psionics :

Extraordinary Abilities: Intelligence Quotient, Mental Affinity, Physical Prowess.

Crushing Strength (carry 300x P.S., lift 500x P.S., "Supernatural" P.S. damage)

Predator Burst: 1st melee round +2 on initiative, +2 attacks per melee.

2nd melee round +1 attack per melee.

Vestigial Tail (+5% to prowl), Musk Glands (sweet smell), Diet: Carnivore.

Nocturnal: (-2 on initiative, -1 to strike and dodge, -5% on all skills during daylight)

Telepathic Transmission or "Mental Speak."

Fighting Abilities :

Tien-Hsueh Touch Mastery (Exclusive) Combat Damage Bonus: +14

Restrained Punch: 2D6 / Full Strength Punch: 4D6 / Power Punch: 2D6x10

Critical Strike or Pin/Incapacitate on a Natural 18, 19, of 20.

Critical Strike or Knockout from Behind (Triple Damage).

Crush/Squeeze (1D4) Body Block/Tackle (1D4)

Fore-Knuckle Fist (1D6) Fingertip Attack (1 point)

Special Martial Arts Abilities :

Dim Mak (Special!) Paralysis Attack (Vital Points)

Art of Escape of Inton Jutsu Art of Mystic Invisibility or Chi Zoshiki

Healing Atemi or Duatsu Hardened Chi or Shi Jin

Karumi-Jutsu Vibrating Palm

Skills			
Physical: Athletics (general)	N/A	Land Navigation	98%
Physical: Body Building	N/A	Laser Communications	98%
Physical: Boxing	N/A	Mathematics: Basic	98%
Physical: Fencing	N/A	Microfilm/Microfiche/Microdot	98%
Physical: Gymnastics	N/A	Microwave Communications	98%
Physical: Running	N/A	Navigation	98%
Physical: Wrestling	N/A	Philosophy: Confucianism	98%
Language: Chinese	98%	Philosophy: Tunasi	90%
Language: Mutant Empire	98%	Pilot: Automobile	98%
Language: North American	98%	Pilot: Commercial Vehicle	85%
Armorer	98%	Pilot: Freight Hauler	85%
Back Flip	98%	Pilot: Heavy Machinery	85%
Climbing	98%	Pilot: Tank	98%
-Rappelling	96%	Pilot: Truck	98%
Climb Rope	98%	Prowl	86%
Computer Operation	98%	Radio: Basic	98%
Cryptography	96%	Radio: Satellite	96%
Demolitions	98%	Radio: Scramblers	98%
Demolitions Disposal	98%	Read Sensory Equipment	98%
Detect Ambush	98%	Sense of Balance	98%
Detect Concealment	98%	Sniper (See Weapons Skills Below)	N/A
Geomancy	81%	Swimming	98%
Go	86%	Tracking	96%
Interrogation	96%	Wilderness Survival	98%

Weapons Skills			
<u>Ancient W.P.</u>	<u>Strike</u>	<u>Parry</u>	<u>Thrown</u>
Blunt	+9	+11	+7
Staff (plus Blunt W.P.)	+8 (+12)	+13 (+16)	+8 (+10)
Sword combined with Fencing Skill	+10	+12	+7
<u>Modern W.P.</u>	<u>Aimed</u>	<u>Burst</u>	<u>Wild</u>
Artillery	+6	+4	N/A
Automatic (Assault Rifle)	+6	+4	N/A
- with Sniper Rifle	+9	+5	N/A
Energy Weapons	+6	+4	N/A
Grenade Launchers	+6	+4	N/A
Grenade Throwing	+6	+4	N/A
Infantry Missiles	+6	+4	N/A
Pistol	+6	+4	N/A
Rifle/Shotgun	+6	+4	N/A
Vehicle Mounted Weapons	+6	+4	N/A