

## Physical Identity

The following pages will allow variation in a PC. Weight & Height, Medical Allergies, Body Markings, Sensory Factors, Dexterity, Effects of quantities of Alcohol on PCs personality, etc.

### Body Weight & Height

(Female PCs subtract -2 from Strength and Body Mass and add +2 to Agility and Dexterity)

Roll for General Statistics

If Current Body Mass is:	Height	Weight
2	5 feet 7 inches	125 pounds
3	5 feet 7.5 inches	135 pounds
4	5 feet 8 inches	145 pounds
5	5 feet 8.5 inches	155 pounds
6	5 feet 9 inches	165 pounds
7	5 feet 9.5 inches	175 pounds
8	5 feet 10 inches	185 pounds
9	5 feet 10.5 inches	195 pounds
10	5 feet 11 inches	205 pounds
11	5 feet 11.5 inches	215 pounds
12	6 feet 0 inches	225 pounds
Females:	-1.5" inches	-15 pounds

### Roll for Individual Adjustment (2d6)

	Height	Weight
2	-2.5 inches	-25 pounds
3	-2 inches	-20 pounds
4	-1.5 inches	-15 pounds
5	-1 inch	-10 pounds
6	-.5 inch	-5 pounds
7	No Change	No Change
8	+.5 inch	+5 pounds
9	+1 inch	+10 pounds
10	+1.5 inches	+15 pounds
11	+ 2 inches	+20 pounds
12	+ 2.5 inches	+25 pounds

## Medical Allergies (2d6)

On roll of 2 GM must choose an allergy for the PC. Having an allergy does not mean live-long suffering if the PC receives the correct treatments and takes prescribed medications.

Specify: Drug / Man-made Chemical / Plant / Animal (generally dander) / Insect  
(Mild / Moderate / Severe / Life-Threatening)  
(most allergies are treatable with medication)

## Unique Body Markings

(include the image, location, color and size)  
(PC / GM may wish to create a story regarding the body markings)

Natural Molds, Scars & Birthmarks

Tattoos (i.e., Artistic, Military, Criminal or Prison Gang or Tribal along with locations)

Body Piercings (Nose / Tongue / Ears / Lip / Private Parts / etc.)

Cybernetic or Bionic Devices (Either Natural Appearance or not) (Be specific)

## Senses (2d6)

Vision, Hearing, Taste, Smell and Touch, the five basic senses, are somewhat determined by the PCs race. Humans will roll 1d6+6 to reflect a normal range.

### Visual Acuity (Vision) DM<sup>1</sup> (1d6+6)

2	-2	Blind (Possible Bionics)
3-4	-1	Poor Vision or Color Blind
5-9	0	Normal Vision
10-11	+1	Great Vision
12	+2	Special Vision <sup>5</sup>

### Auditory Acuity (Hearing)<sup>2</sup> DM (1d6+6)

2	-2	Deaf (Possible Bionics)
3-4	-1	Poor or Distorted Hearing
5-9	0	Normal Hearing
10-11	+1	Great Hearing
12	+2	Special Hearing <sup>6</sup>

### Olfactory Acuity (Smell) DM<sup>3</sup> (1d6+6)

2	-2	Barely Able to Smell or Taste
3-4	-1	Poor Smell and Taste
5-9	0	Normal Taste and Smell
10-11	+1	Great Taste and Smell
12	+2	Super Taste and Smell

### Tactile Acuity (Touch) DM<sup>4</sup> (1d6+6)

2	-2	Barely Able to Feel Tactile Sensations
3-4	-1	Poor Sense of Touch
5-9	0	Normal Sense of Touch
10-11	+1	Great Sense of Touch
12	+2	Special Tactile Acuity <sup>7</sup>

**Note:** <sup>1</sup> Sight can be corrected surgically or by using glasses, contacts or bionic implants.

<sup>2</sup> Hearing can be corrected surgically or by use of electronic aids or bionic implants.

<sup>3</sup> Some PCs may have heightened olfactory senses and are able to identify minor amounts of ingredients in foods and drinks, or smell specific odors that others may not notice.

<sup>4</sup> Some PCs also have the ability to sense slight changes in atmospheric pressure, temperature, the build up of electrical charge or sense other environmental factors. Discuss this with the GM.

<sup>5</sup> Special vision could be light enhanced vision, natural thermal imaging, magnetic field bias, infrared bias or ultraviolet bias.

<sup>6</sup> Special hearing could include high frequency bias, low frequency bias or even sonar.

<sup>7</sup> Special tactile acuity could include heat tolerance, cold tolerance or pain tolerance.

## **Hand Dexterity (2d6)**

- 2-4 Left Handed
- 5-10 Right Handed
- 11-12 Ambidextrous

## **Effects of Quantities of Alcoholic on the PCs Personality (Their Drink Limit) (2d6)**

The number of drinks per hour which would cause the PC to become legally intoxicated (resulting in reduced physical responses and poor judgment).

On a roll of a natural 12 the PC can not get drunk using alcohol.  
They have an immunity to alcohol.

## **PCs Normal Behavior when Intoxicated (2d6)**

- 2 Unreasonable, Angry & Sometimes Violent
- 3-4 Crying, Depressed & Full of Self Pity
- 5-6 Distrusting, Obnoxious & Disagreeable
- 7-8 Self Righteous, Bragging & a Sense of Self Importance
- 9-10 Sleepy, Shy, Quite & Withdrawn
- 11 Overly Friendly & Talkative (The Life of the Party)
- 12 Trusting, Sympathetic & Overly Caring  
(Giving Away Property and Money)

## **Walking / Running Distance vs. Fatigue**

### **Unencumbered**

- Walking Speed (5 mph)
- Jogging Speed (8 mph)
- Running Speed (11 mph)
- Sprinting Speed (15 mph)

### **Encumbered**

Endurance determines the amount of weight the PC can carry for a fixed distance over time before becoming fatigued (unable to continue). Strength determines the total amount of encumbrance. To make it simple, a PC with an Endurance and Strength of 10 unencumbered could carry 100 pounds and walk 5 mph for up to 10 hours (a total of 50 miles) before suffering fatigue. Should the PC go over their encumbrance limit or the rate of speed they will suffer fatigue faster. For every 15 minutes over the maximum load/distance/speed, the PC loses one point each from the following characteristics: Strength, Dexterity, Agility and Endurance. For a general reference if the PC loses 50% of these characteristics they will collapse and be unable to continue until they received time to rest. They will regain these points at a rate of one point for every two hours of rest. Other factors can also affect this equation, such as wounds, effects of drugs, disease or lack of food or water as well as planetary factors such as surface temperature, humidity, atmospheric pressure and gravity.