



CHARACTER SHEET

Name: Haroa
Race: Quadruped Mammal
Appearance: A fierce, horned, elk-like creature resistant to fire and heat that eats almost anything.

Player:
Ht: 5' **Wt:** 300-600 **Age:** Matures **Spent:** 60
Unspent: 0

| | | |
|--|----------------------|--|
| ST 16* [30] | HP 20 [8] | Basic Speed 7.25† [0] |
| DX 12 [24] | Will 10 [30] | Basic Move 11‡ [0] |
| IQ 4 [-120] | Per 10 [30] | BL 51 lb (ST×ST)/5 |
| HT 12 [20] | FP 14 [6] | ^{Thr} 1d+2 ^{Sw} 3d-1 |
| TL 3 [0] | SM +1 | |
| * Conditional: +1 from 'Striking ST' | | ‡ Includes: +4 from 'Extra Basic Move' |
| † Includes: +1.25 from 'Extra Basic Speed' | | |

| | | | | | |
|-------------------------------------|-----|---------------|----|-------------|----------|
| Vision | 10 | Taste/Smell | 10 | Death Check | 12 |
| Hearing | 15* | Fright Check | 10 | Broad Jump | 12.67 yd |
| Touch | 10 | Consciousness | 12 | High Jump | 3.11 yd |
| * Includes: +5 from 'Acute Hearing' | | | | | |

| | | | | | |
|-----------|-------------|--------------|--------------|--------------|--------------|
| HP | 0 HP | -1xHP | -2xHP | -3xHP | -4xHP |
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|-----------|-------------|--|
| FP | 0 FP | } Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead. |
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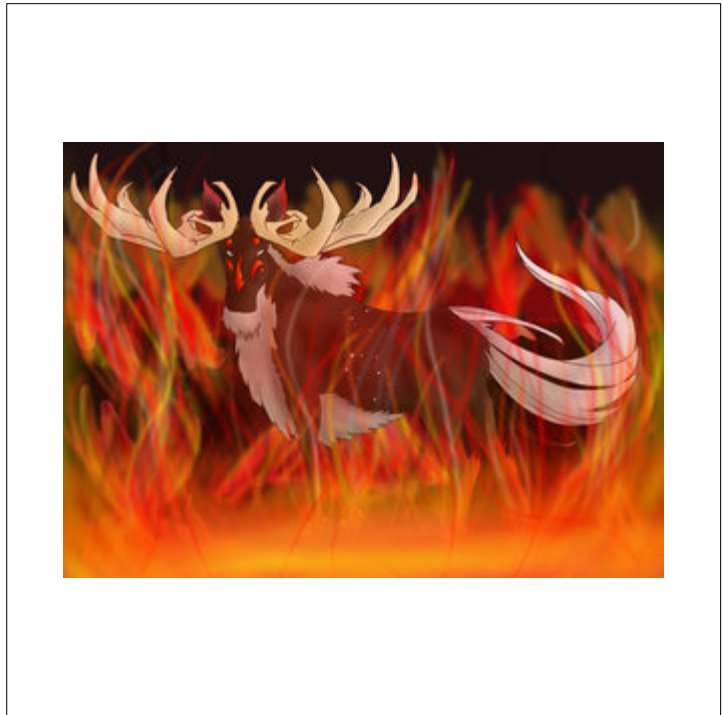
| ENCUMBRANCE TABLE | | | | | |
|-------------------|----------|--------|--------|--------|--------|
| Name | « None » | Light | Med | Hvy | X-Hvy |
| Basic | 51 lb | 102 lb | 153 lb | 306 lb | 510 lb |
| Ground | 11 yd | 8 yd | 6 yd | 4 yd | 2 yd |
| Water | 2 yd | 1 yd | 1 yd | 1 yd | 1 yd |
| Dodge | 10 | 9 | 8 | 7 | 6 |

| | | | | |
|---|--------------|--------------|--------------|-----------|
| PARRY | PARRY | BLOCK | DODGE | DR |
| | 9 | | 10 | 0+2* |
| | DX | | None | Torso |
| * Includes: +2 from 'Damage Resistance' | | | | |

| REACTION MODIFIERS | |
|--------------------|--|
| Appearance: +0 | |
| Status: +0 | |
| Other: +0 | |

| TEMPLATES AND META-TRAITS | |
|---------------------------|--------|
| Name | Pts |
| Quadruped | [-35] |
| Extra Legs (4 Legs) | [5] |
| Horizontal | [-10] |
| No Fine Manipulators | [-30] |
| Wild Animal | [-30] |
| Bestial | [-10] |
| Cannot Speak | [-15] |
| Hidebound | [-5] |

| ADVANTAGES | |
|---|-------|
| Name | Pts |
| Acute Hearing 5 <small>Roll: 15 (Hearing)</small> | [10] |
| Claws (Hooves) | [3] |
| Damage Resistance 2 | [10] |
| Extra Basic Move 4 (Affects displayed Basic Move score) | [20] |
| Extra Basic Speed +1.25 (Affects displayed Basic Speed score) | [25] |
| Night Vision 3 | [3] |
| Radiation Tolerance (PF 2) | [5] |
| Rapid Healing | [5] |
| Resistant (Heat; Very Common; +8) | [15] |
| Striker (Impaling; Horns on Head) | [8] |
| Striking ST 1 | [5] |



| ADVANTAGES (continued) | |
|---|-------|
| Name | Pts |
| Super Jump 1 | [10] |
| Teeth (Sharp Teeth) | [1] |
| Ultrahearing <small>Roll: 10 (Per)</small> | [5] |

| PERKS | |
|----------------------|------|
| Name | Pts |
| Formidable Digestion | [1] |
| Fur | [1] |

| DISADVANTAGES | |
|----------------------|--------|
| Name | Pts |
| Berserk (12 or less) | [-10] |
| Colorblindness | [-10] |
| Short Lifespan -1 | [-10] |

| POINTS SUMMARY | |
|---|-----------|
| | Pts |
| Basic Attributes, Secondary Characteristics | [28] |
| Advantages, Perks | [127] |
| Disadvantages, Quirks | [-95] |
| Skills, Techniques | [0] |
| Total Points Spent: | 60 |
| Unspent Points: | 0 |

DESCRIPTION

Known by the native tribes near the Badlands as "the devil's torchbearers" and by foreign travelers as the "fire elk", the Haroa is a formidable herding omnivore capable of doing great damage to a careless passerby.

Haroa have a large set of horns on top of their heads, resembling an elk, and do not hesitate to use them during a deadly charge attack. Their hooves can be put to devastating use with a powerful rear kick.

The radioactive volcanoes in the Badlands have little effect on the Haroa. They consume the mutant insects and plants that grow in the shadow of destruction and vigorously protect their territory. Since exploration is rare in the Badlands, little is known about the Haroa except that they travel in groups of several to several dozen. Males and females are nearly indistinguishable as both have large horns and act aggressively towards intruders. Examination of the corpses of these creatures suggest the males are slightly darker in coloring.

Haroa have incredible hearing as well as excellent night vision but they are most vulnerable from above. Although the meat of the Haroa is poisonous to most humanoids, they are a favored prey of the flying monstrosities that loom overhead in the Badlands.

| Name | MELEE ATTACKS | | | Reach | ST | LC | Notes |
|--------------------|---------------|-------|----------|-------|----|----|-------|
| | Skill | Parry | Damage | | | | |
| Bite | 12 | – | 1d+1 cut | C | – | – | |
| Kick | 10 | – | 1d+2 cr | C,1 | – | – | |
| Punch | 12 | 9 | 1d+1 cr | C | – | – | |
| Striker (Impaling) | 12 | 9 | 1d+3 imp | C | – | – | |