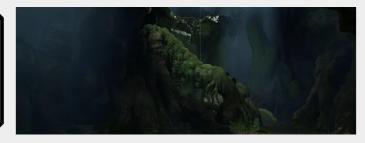
# Rex Morton

Investigator Male, Cryptid Hunter



#### **Attributes**

Agility: 4 6 8 70/12

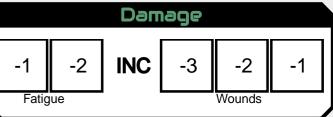
Smarts: 4 6 8 70/12

Spirit: 4 6 8 70/12

Strength: 4 6 8 70/12

Vigor: 4 6 8 70/12





#### Skills

(Unskilled): 4 6 8 10 12 -2
Athletics: 4 6 8 10 12
Boating: 4 6 8 10 12
Common
Knowledge: 4 6 8 10 12
Driving: 4 6 8 10 12
Language
(English): 4 6 8 10 12
Language
(French): 4 6 8 10 12

(Spanish): 4 6 8 10 12
Notice: 4 6 8 10 12
Occult: 4 6 8 10 12
Persuasion: 4 6 8 10 12
Shooting: 4 6 8 10 12
Stealth: 4 6 8 10 12

Survival: 4 6 8 10 12

Language

# (Unarmored) Ø Toughness: 6

#### Gear

You have no gear.

#### Hindrances

Delusional (minor, Cryptids)
The individual believes something strange that causes him occasion frequent trouble / SWADE p23

Driven (minor, To find out what nappened to his father and sibling The hero's actions are driven by important goal or belief / SWAD!

**Heroic (major)** The character always helps thos need / SWADE p24

#### Edges

Brawny

Size (and therefore Toughness).
Treat Minimum Strength requirer
as one die type less; treat Stren
as one die type higher for
Encumbrance. / SWADE p38

Luck +1 Benny at the start of each session. / SWADE p40

#### Weapons and Attacks

Name	Damage	Range	AP ROFShotsWeight Notes
Unarmed	Str[d8]	Melee	0 0 Innate Attack





#### Special Abilities

## Languages Known

Spanish (d6), French (d6), English (native, d8)

#### Description

6'6" bearded woodsman

### Background

Rex enjoyed camping growing up. During a camping trip in his teen years, some members of his family on the hiking and never were found. He started looking into cryptids and such then. In his post high school years couple of crypted hunter show/online projects, but he started finding the lights were distracting him from