

# Rex Morton

Investigator Male, Cryptid Hunter



## Attributes

Agility: ▲4 6 8 10 12  
 Smarts: ▲4 6 8 10 12  
 Spirit: ▲4 6 8 10 12  
 Strength: ▲4 6 8 10 12  
 Vigor: ▲4 6 8 10 12

## Derived

Pace Parry Toughness

6

5

6

Size: 1 (Normal)

## Damage

-1

-2

INC

-3

-2

-1

Fatigue

Wounds

## 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  
 Fighting: ▲4 6 8 10 12  
 Language (English): ▲4 6 8 10 12  
 Language (French): ▲4 6 8 10 12  
 Language (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

## Armor

(Unarmored)

0

Toughness: 6

## Gear

You have no gear.

## Hindrances

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

**Driven (minor, To find out what happened to his father and sibling)**  
The hero's actions are driven by important goal or belief / SWADE p24

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

## Edges

**Brawny**  
Size (and therefore Toughness). Treat Minimum Strength requirement as one die type less; treat Strength requirement 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	ROF	Shots	Weight	Notes
Unarmed	Str[d8]	Melee	0	-	-	0	Innate Attack



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### 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 th 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