

Name		Character Name			0	0	
Abilities							
		Score	Modifier		HP	Alt HP	Dam.
Strength					Classes		
Muscle					Class 1 – Class 2		
Stamina							
Dexterity					Levels		
Agility					0-0		
Balance							
Constitution					Experience Points		
Health					Total:		
Fitness					To next Level:		
Mobility					Level Adjustments		
Speed					Racial:		
Movement					Special:		
Intelligence					TAINT		
Knowledge					Corruption:	Depravity:	
Reasoning					0	0	
Wisdom					Sanity: 0/0		
Intuition					Insanity: 0 ±0		
Willpower							
Charisma					Aptitudes		
Influence					Psychic	Mystic	
Phys. Beauty					00%	00%	
Fëa							
Soul							
Luck							

Weapons, Armor, Shields & Other Protection												
Armor Name		Max Speed		Max Dex		Check Penalty		Spell Failure				
Studded Leather		+3		+5		-1		15%				
Other Properties (Masterwork / Magical / Psionic)									Max Movement			
None									30 ft.			
Absorb Rate	P	0	B	0	S	0	HP	15	Dam	0	Hardness	0
Shield Name		Bonus		Check Penalty		Spell Failure						
None		0%		-0		00%						
Other Properties (Masterwork / Magical / Psionic)									Max Movement			
None									30 ft.			
Absorb Rate	P	0	B	0	S	0	HP	15	Dam	0	Hardness	0
Deflection	Magic / Psionic		Insight / Luck		Other		Profane/Sacred		Natural			
+0	+0		+0		+0		+0		+0			

Combat Skills					
Skill Name		Total	Rank	Abil	Mod
Combat (Light Blades)		+0	0	Muscle+Speed	+0
Combat (Heavy Blades)		+0	0	Muscle	+0
Combat ()		+0	0	Varies	+0
Combat (Energy Pistol)		+0	0	Agility+Speed	+0
Combat ()		+0	0	Varies	+0
Defense		+0	0	Dex+Speed	+0
Martial Arts (Style)		+0	0	Muscle	+0
Martial Arts (Style)		+0	0	Agility+Speed	+0
Parry		+0	0	Dex+Speed	+0

Spd	Weapon Name	Type	Properties	Damage	Threat	Range
N	Longsword	S	Masterwork	1d8+M	19-20/x2	5
Y	Rapier	P		1d6+M	18-20/x2	5
Y	Energy Pistol	E		6d6	20/x3	120
Y	Energy Blade	SE	Energized +1d6	1d6+M	19-20/x2	5
Y	Revolver	P	6-Shot	1d12	20/x3	100

Individual or Racial Psychic Powers		
PPE Cost	Discipline	Power Details
1	TK0	Telekinesis 0 Single Power or Ability
1	TP0	Telepathy 0 Single Power or Ability
1	ESP0	E.S.P. 0 Single Power or Ability
Total PPE		PPE Used
0		
		Memory
		00%

Player	Player Name					
	Total	Base	Abil	Misc	Psi	Magi
Fortitude	+0	+0	+0			
Reflex	+0	+0	+0			
Will	+0	+0	+0			
Soul	+0	+0	+0			
Initiative	+0		+0			

Movement & Encumbrance				
Weight	Move	Category	Max Dex	Check P
1	X3	Light	-	-
2	X3	Medium	+3	-3
3	X2	Heavy	+1	-6
6	+2	Lift	+0	*
15	X1	Push	*	*

Special Qualities / Abilities	

Skills				
Skill Name	Total	Rank	Abil	Mod
Applied Sci ()			Knowledge	+0
Alchemy			Reason	+2
Appraise			Reason	+0
Assense			Intuition	+0
Assess Situation			Intuition	+0
Autohypnosis			Will	+0
Balance			Balance	+0
Bluff			Influence	+0
Bureaucracy			Inf+Soc	+0
Channel Energy			Willpower	+0
Climb			Mus & Bal	+0
Concentration			Will	+0
Craft ()			Varies	+0
Craft ()			Reason	+0
Decipher Script			Reason	+0
Demolition			Intelligence	+0
Diplomacy			Inf+Soc	+0
Disable Device			Agi+Inu	+0
Disguise			Inf or Rea	+0
Engineering			Reason	+0
Escape Artist			Agility	+0
First Aid			Knowledge	+0
Forgery			Reason	+0
Gather Information			Influence	+0
Handle Animal			Influence	+0
Hide			Bal or Inu	+0
Intimidate			Varies	+0
Jump			Muscle	+0
Knowledge ()			Knowledge	+0
Knowledge ()			Knowledge	+0
Knowledge ()			Knowledge	+0
Listen			Intuition	+0
Move Silently			Agility	+0
Nautical			Intelligence	+0
Open Lock			Agi+Inu	+0
Perform ()			Varies	+0
Pilot ()			Varies	+0
Profession ()			Varies	+0
Psicraft			Reason	+0
Read Lips			Intuition	+0
Ride			Balance	+0
Scrye			Reason	+0
Search			Reason	+0
Sense Motive			Intuition	+0
Slight of Hand			Agility	+0
Spellcraft			Rea or Inf	+0
Spot			Intuition	+0
Survival			Know+Inu	+0
Swim			Stam & Fit	+0
Tumble			Balance	+0
Use Magical Device			Influence	+0
Use Psionic Device			Influence	+0
Use Rope			Agi or Kno	+0
Use Scientific Apparatus			Reason	+0

