

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

<b>Weapons, Armor, Shields &amp; Other Protection</b>												
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.							
<b>Absorb Rate</b>	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.							
<b>Absorb Rate</b>	P	0	B	0	S	0	HP	15	Dam	0	Hardness	0
<b>Deflection</b>	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural							
+0	+0	+0	+0	+0	+0							

<b>Combat Skills</b>					
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

<b>Individual or Racial Psychic Powers</b>		
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	Memory
0		00%

Player	Player Name	Total	Base	Abil	M/P	Other	STPs
<b>Fortitude</b>		+0	+0	+0	+0	+0	+0
<b>Reflex</b>		+0	+0	+0	+0	+0	+0
<b>Will</b>		+0	+0	+0	+0	+0	+0
<b>Spirit</b>		+0	+0	+0	+0	+0	+0
<b>Horror</b>		+0	+0	+0	+0	+0	+0
<b>Initiative</b>		+0	+0	+0	+0	+0	+0

<b>Movement &amp; Encumbrance</b>				
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	*	*

<b>Special Qualities / Abilities</b>	

<b>Skills</b>				
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

<b>Normal (Mundane / Masterwork) Equipment</b>							
Item Name	#	Lbs	Tot	Item Name	#	Lbs	Tot
<b>Total Weight</b>			0	<b>Total Weight</b>			0

<b>Special (Magical / Psionic / Artifact) Equipment</b>					
Item Name	Special Powers	#	Lbs	Total	
<b>Total Weight</b>					

<b>Personal Information &amp; Other Statistics</b>					
Race	Gender	Age	Height	Weight	Marital Status
Human	M	00	0ft 0in	0#	Single
Eye Color	Hair Color	Social Status	Soc. Stat Mod	Soc. Rank	Birth Rank
		Caste	+0	10	1 of 1
Mother (Profession)	Father (Profession)	Place of Origin			
Notes					Notes
Pathos					Neutral
Ethos					Neutral

<b>Cohort / Animal Companion / Controlled Undead / Spirit / Totem</b>				
Name	Type (Subtype)	HD	HP	Defense
<b>Attack / Full Attack</b>			<b>Movement (Burrow/Fly/Swim)</b>	
<b>Attacks (&amp; Damage)</b>				
<b>Special Qualities</b>				

<b>Money</b>				
	Marks	Drachma	Koji	Dsari
<b>Stored</b>				
<b>Local</b>				
	0	0	0	0

<b>Other Valuables</b>			
Currency/Object	#	Value (ea)	Subtotal
Aradian Drachma		0.40	
Larandran Tala		1.25	
Mazarian Dsārukō		~40	
Mazarian Dsārumé		~0.85	
Saeroan Aros		100	
Saeroan Kromā		10,000	
Saeroan Marks		1	
Saeroan Mitoa		1,000	
Saeroan Viri		100,000	
Sodomarian Re		0.25	
Taranian Koji		1/24th	
Zorian Dsari		~1	
Zorian Dsari'Kal		~50	
Zorian Dsari'Santi		~100	
<b>Valuables Total</b>			0 Mk
<b>Grand Total</b>			0 Mk

<b>Languages</b>			
Language Name	Tot+	Ranks	Int+
Imperial/Saeroan	+0	0	+0
Legal	+0	0	+0
Mystic	+0	0	+0
Zoreac/Saerosian	+0	0	+0
Eldrian	+0	0	+0
Larandran	+0	0	+0
Taranyan	+0	0	+0

<b>Feats &amp; Class Features</b>	
<b>Starting</b>	
<b>Racial</b>	
Weapon Group:	
Weapon Group:	
Weapon Group:	
Armor Group:	
Armor Group:	
Shield Group:	


<b>Learning</b>	
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