

Name <i>En'der Repêros</i>					33	33	
Abilities					HP	Alt HP	Dam.
Score		Modifier		Classes			
Strength	14	14	+2	+2	Rogue		
Muscle	14	14	+2	+2			
Stamina	14	14	+2	+2			
Dexterity	14	14	+2	+2	Levels		
Aim	14	14	+2	+2	3		
Balance	14	14	+2	+2			
Constitution	16	16	+3	+3	Experience Points		
Health	14	14	+2	+2	Total:		
Fitness	18	18	+4	+4	To next Level:		
Mobility	15+	15+	+2	+2	Level Adjustments		
Speed	15	15	+2	+2	Racial:		
Movement	15	15	+2	+2	Special:		
Intelligence	16	16	+3	+3	TAINT		
Knowledge	14	14	+2	+2	Corruption:	Depravity:	
Reasoning	18	18	+4	+4	2	2	
Wisdom	10	10	+0	+0	Sanity: 54		
Intuition	12	12	+1	+2	Insanity: 0 ±0		
Willpower	8	8	-1	-1			
Charisma	15	15	+2	+2	Affinities		
Influence	17	17	+3	+3	Psychic 30%		
Phys. Beauty	13	13	+1	+1	Mystic 14%		
Fëa	10	10	+0	+0			
Soul	10	10	+0	+0			
Luck	10	10	+0	+0			

Base Attack Scores					
Base	Muscle	Size	Misc / Epic	Base Bonus	Base Melee Attack Progression
+1	+2	+0	+0	+0	+3
Base	Aim	Size	Misc / Epic	Base Bonus	Base Ranged Attack Progression
+1	+2	+0	+0	+0	+3

Weapons, Armor, Shields & Other Protection					
Armor Name		AC Bonus	Max Dex to AC	Check Penalty	Spell Failure
Black Studded Leather		+3	+5	-1	00%
Other Properties (Masterwork / Magical / Psionic)					Top Speed
None					30 ft.
Absorb Rate	2S; 1P; 0B 15HP; Hit Range: 11-13				
Shield Name		AC Bonus	Check Penalty	Spell Failure	
None		+0	-0	00%	
Other Properties (Masterwork / Magical / Psionic)					Top Speed
					30 ft.
Absorb Rate	0S; 0P; 0B 0HP; Hit Range: 10+				
Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural
+0	+0	+0	+0	+0	+0

Weapon Name		Melee Attack Progression			Damage	
Short Sword		+4			1d6+2	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0		19-20/x2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
					S/P	5ft.

Weapon Name		Melee Attack Progression			Damage	
Damascus Dagger		+5			1d4+2	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+5		18-20/x2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
					Bludgeon	10'

Psionics					
PPE Cost	Display	Power Name			
0					
Total PPE		PPE Used		Surge Bonus	
0					

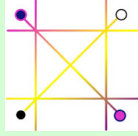
Player <i>Kevin</i>	Total	Base	Abil	Misc	Epic	Magic
Armor Cl	15	10	+2	+3	+0	+0
Fortitude	+3	+1	+2			
Reflex	+5	+3	+2			
Will	+0	+1	-1			
Soul	+3	+3	+0			
Initiative	+2		+2			

Movement & Encumbrance				
Weight	Move	Category	Max Dex	Check P
58	45	Light	-	-
116	45	Medium	+3	-3
175	30	Heavy	+1	-6
350	7	Lift	+0	*
1,050	15	Push	*	*

Special Qualities / Abilities	
Human: +1 Skill Point/Level	

Skills				
Skill Name	Total	Rank	Abil	Mod
Applied Science ()	+2	0	Know	+2
Appraise	+9	6	Re/Inu	+3
Assense	+1	0	Intuition	+1
Autohypnosis	-1	0	Will	-1
Balance	+2	0	Balance	+2
Bluff	+3	0	Influence	+3
Bureaucracy (cc)	+3	0	Inf+Soc	+3
Climb	+2	0	Mus/Bal	+2
Concentration	-1	0	Will	-1
Craft (Lockworks)	+10	5	Rea/Dex	+3+2
Craft ()	+0	0	Varies	+0
Decipher Script	+2	0	Inu/Rea	+2
Diplomacy	+5	2	Inf+Soc	+3+0
Disable Device	+8	5	Inu/Dex	+1+2
Disguise	+3	0	Inf/Rea	+3
Engineering	+4	0	Reason	+4
Escape Artist	+8	6	Dexterity	+2
First Aid	+5	3	Inu/Kno	+2
Forgery	+2	0	Inf/Int	+2
Gather Information	+8	5	Infl	+3
Handle Animal	+3	0	Infl	+3
Hide	+9	5	Balance	+2+2
Intimidate	+0	0	Varies	+0
Jump	+2	0	Muscle	+2
Knowledge (Weird)	+6	2	Know	+4
Knowledge ()	+4	0	Know	+4
Listen	+7	6	Intuition	+1
Move Silently	+8	6	Balance	+2
Nautical	+6	4	Intu/Reas	+2
Open Lock	+14	6	Dx/Rea	+3+5
Perform ()	+0	0	Varies	+0
Profession (Locksmith)	+6	4	Intu/Infl	+2
Psicraft	+4	0	Reason	+4
Read Lips	+2	0	Intuition	+2
Ride	+2	0	Balance	+2
Sery	+4	0	Reason	+4
Search	+10	6	Reason	+4
Sense Motive	+1	0	Intuition	+1
Slight of Hand	+3	1	Dexterity	+2
Spellcraft	+4	0	Re or Inf	+4
Spot	+7	6	Intuition	+1
Survival	+2	0	Intu/Kno	+2
Swim	+3	0	Stam/Fit	+3
Tumble	+7	5	Balance	+2
Use Magical Device	+3	0	Influence	+3
Use Psionic Device	+3	0	Influence	+3
Use Rope	+1	0	Dex/Kno	+1
Use Scientific Apparatus	+4	0	Reason	+4

Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 00 00	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
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Game Notes								
								
Tattoo on Rt. Arm								
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MP	Total	Expended						
Energy	0	0						
Prepared Spell Slots								
0								
0								
0								
1								
Spells Known								
0	<i>Read Magic</i>	1MP						
0	<i>Detect Magic</i>	1MP						
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