

Name <i>Character Name</i>				0	0	
Abilities				HP	Alt HP	Dam.
Score		Modifier		Classes		
Strength				Class 1 – Class 2		
Muscle						
Stamina						
Dexterity				Levels		
Aim				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				Affinities		
Charisma				Psychic	Mystic	
Influence				00%	00%	
Phys. Beauty						
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	D	B	S	HP	15	Dam	0	Hardness	0
Shield Name		Bonus		Check Penalty	Spell Failure					
None		0%		-0	00%					
Other Properties (Masterwork / Magical / Psionic)									Max Movement	
									30 ft.	
Absorb Rate	P	D	B	S	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	Aim+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	Aim+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

Basic or Racial Psionics			
PPE Cost	Display	Power Name	
Total PPE	PPE Used	Surge Bonus	
0			

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		Dex+Inu	+0
Disguise		Inf or Rea	+0
Engineering		Reason	+0
Escape Artist		Dexterity	+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		Balance	+0
Nautical		Intelligence	+0
Open Lock		Dex+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		Dexterity	+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		Dex or Kno	+0
Use Scientific Apparatus		Reason	+0

