

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

Player	Player Name					
	Total	Base	Abil	M/P	Other	STPs
Fortitude	+0	+0	+0	+0	+0	+0
Reflex	+0	+0	+0	+0	+0	+0
Will	+0	+0	+0	+0	+0	+0
Spirit	+0	+0	+0	+0	+0	+0
Horror	+0	+0	+0	+0	+0	+0
Initiative	+0		+0	+0	+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
Serve			Reason	+0
Search			Reason	+0
Sense Motive			Intuition	+0
Sleight 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

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	G	B	G	S	G	E	G	HP	15	Dam	0	Hard	0
Shield Name					Bonus		Check Penalty		Spell Failure					
None					0%		-0		00%					
Other Properties (Masterwork / Magical / Psionic)					Max Movement									
					30 ft.									
Absorb Rate	P	G	B	G	S	G	E	G	HP	15	Dam	0	Hard	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%

Normal (Mundane / Masterwork) Equipment							
Item Name	#	Lbs	Tot	Item Name	#	Lbs	Tot
Civilian Stazer	1			E-Clips (Type-B)	1		
Uniform	1			Nutrient Cube	1		
Scientific Tools	1			Water-Packet	1		
Alchemy Notebooks	1			Carry Pack	1		
Haircomb	1			Containment Canister Set	1		
Eating Utensils	1			First-Aid Kit	1		
Towel	1			Bio-Suit	1		
Archaeology Tools	1			Portable Chemistry Lab	1		
Heat Lance	1			Grav-Lift Kit	1		
Welding Goggles	1			Copper Wire Spool, 500M	1		
Extra gas cans for heat lance	1			Hair ties.	1		
Chalk & Charcoal	1			Normal Pencils	1		
Mechanical tools	1			Pencil sharpener	1		
Electronic tools	1			Regional maps	1		
Tablet computer	1			Dental cleaning supplies	1		
Portable Computer	1			Antiperspirant	1		
Glow-globe	1			Cologne	1		
Headband torch	1			Starch powder	1		
Micro-tools	1			Personal cooling unit	1		
Pocket torch	1						
Recording tools.	1						
Multi-wavelength goggles.	1						
E-Clip Charging Station	1						
Geometric Drawing & Drafting Tools	1						
Writing Journal (Vellum)	1						
Bound 50p of Ledger-sized Vellum	1						
Pens (coloured & black)	1						
Coloured pencils.	1						
Vibro-knife	1						
Fixed-Genome-Coder lock	1						
Stimulant-Pack	1						
Total Weight			0	Total Weight			0

Special (Magical / Psionic / Artifact) Equipment						
Item Name	Special Powers			#	Lbs	Total
Electrum amulet with topaz and white jet.	Sorcery focus.			1		
Crystal rod with copper spheres.	Special focus for <i>Skybolt</i> spell.			3		
Total Weight						

Personal Information & Other Statistics						
Race		Gender	Age	Height	Weight	Marital Status
Human		M	19	5ft 5in	115 Lbs.	Busy
Eye Color	Hair Color	Social Status		Soc. Stat Mod	Soc. Rank	Birth Rank
Blue	Red	Caste		+4	19	1 of 2
Mother (Profession)		Father (Profession)		Place of Origin		
Mystic		Scientist		Saeroa		
Notes						Notes
Pathos	■	■	■	■	■	Neutral
Ethos	■	■	■	■	■	Neutral

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

Money				
	Marks	Drachma	Koji	Dsari
Stored				
Local				
	0	0	0	0

Other Valuables			
Currency/Object	#	Value (ea)	Subtotal
Aradian Drachma		0.40	
Larandran Tala		1.25	
Mazarian Dsărükö		~40	
Mazarian Dsărümé		~0.85	
Saeroan Aros		100	
Saeroan Kromä		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	
Valuables Total			0 Mk
Grand Total			0 Mk

Languages			
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

Feats & Class Features	
Starting	Two Hands, Two Guns
Racial	Ambidexterity
Weapon Group:	
Weapon Group:	
Weapon Group:	
Armor Group:	
Armor Group:	
Shield Group:	
Learning	

