

<b>Name</b> La'Mat Androse					<b>30</b>	<b>30</b>	
<b>Abilities</b>					<b>HP</b>	<b>Alt HP</b>	<b>Dam.</b>
<b>Score</b>		<b>Modifier</b>		<b>Classes</b>			
<b>Strength</b>	14	14	+2	+2	Psychic Warrior – Alchemist		
<b>Muscle</b>	16	16	+3	+3			
<b>Stamina</b>	12	12	+1	+1			
<b>Dexterity</b>	15	15	+2	+2	<b>Levels</b>		
<b>Aim</b>	16	16	+3	+3	2 – 1		
<b>Balance</b>	14	14	+2	+2	<b>Experience Points</b>		
<b>Constitution</b>	12	12	+1	+1	<b>Total:</b>		
<b>Health</b>	12	12	+1	+1	<b>To next Level:</b>		
<b>Fitness</b>	12	12	+1	+1	<b>Level Adjustments</b>		
<b>Mobility</b>	13	13	+1	+1	<b>Racial:</b>		
<b>Speed</b>	14	14	+2	+2	<b>Special:</b>		
<b>Movement</b>	12	12	+1	+1	<b>TAINT</b>		
<b>Intelligence</b>	13	13	+1	+1	Corruption:      Depravity:		
<b>Knowledge</b>	12	12	+1	+1	0                      0		
<b>Reasoning</b>	14	14	+2	+2	<b>Sanity:</b> 53		
<b>Wisdom</b>	14	14	+2	+2	<b>Insanity:</b> 0                      ±0		
<b>Intuition</b>	12	12	+1	+1	<b>Affinities</b>		
<b>Willpower</b>	16	16	+3	+3	Psychic                      Mystic		
<b>Charisma</b>	12	12	+1	+1	<b>95%</b> <b>50%</b>		
<b>Influence</b>	14	14	+2	+2			
<b>Phys. Beauty</b>	10	10	+0	+0			
<b>Fëa</b>	12	12	+1	+1			
<b>Soul</b>	12	12	+1	+1			
<b>Luck</b>	12	12	+1	+1			

<b>Base Attack Scores</b>					
<b>Base</b>	<b>Muscle</b>	<b>Size</b>	<b>Misc / Epic</b>	<b>Base Bonus</b>	<b>Base Melee Attack Progression</b>
+1	+3	+0	+0	+0	+4
<b>Base</b>	<b>Aim</b>	<b>Size</b>	<b>Misc / Epic</b>	<b>Base Bonus</b>	<b>Base Ranged Attack Progression</b>
+1	+3	+0	+0	+0	+4

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

<b>Weapon Name</b>		<b>Melee Attack Progression</b>		<b>Damage</b>
Rapier		+4		1d6+3
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Ranged Attack Progression</b>	<b>Crit Range / Multiplier</b>
+0	+0	+0	+0	20/x2
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Type</b> <b>Range</b>
				Peircing      5 ft.

<b>Weapon Name</b>		<b>Melee Attack Progression</b>		<b>Damage</b>
Light Steel Crossbow		+0 (1d3 Bludgeoning)		1d8
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Attack B</b>	<b>Damage B</b>
+0	+0	+0	+4	+0
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Type</b> <b>Range</b>
				Piercing      5 ft.

<b>Psionics</b>		
<b>PPE Cost</b>	<b>Display</b>	<b>Power Name</b>
1		Biofeedback: GainDR 2/- for 1minute/level
<b>Total PPE</b>		<b>PPE Used</b>
<b>2</b>		
		<b>Surge Bonus</b>

<b>Player</b> Cris	<b>Total</b>	<b>Base</b>	<b>Abil</b>	<b>Misc</b>	<b>Epic</b>	<b>Magic</b>
<b>Armor Cl</b>	15	10	+2	+3	+0	+0
<b>Fortitude</b>	+4	+3	+1			
<b>Reflex</b>	+2	+0	+2			
<b>Will</b>	+5	+2	+3			
<b>Soul</b>	+4	+3	+1			
<b>Initiative</b>	+1		+1			

<b>Movement &amp; Encumbrance</b>				
<b>Weight</b>	<b>Move</b>	<b>Category</b>	<b>Max Dex</b>	<b>Check P</b>
76	42	Light	-	-
153	42	Medium	+3	-3
230	28	Heavy	+1	-6
460	7	Lift	+0	*
1,150	14	Push	*	*

<b>Special Qualities / Abilities</b>	
Human: +1 Skill Point/Level	
Alchemist: d6; 6SP/Lvl+Reas (Thus 6+2+1=9SP/lvl)	

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



Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	00	
1	Ability 4	00	
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50

Game Notes		
<b>AGE = Alchemic Gate Energy</b>		
Each transmutation requires the expenditure of AGE points. A 1 <sup>st</sup> degree transmutation requires one AGE point, whereas each successive degree doubles this cost (e.g. 2 <sup>nd</sup> Degree = 2, Third Degree = 4).		
<b>Fundamentals of Alchemy</b>		
This book is bound in Adamantine trimmed grey leather, the cover of which is emblazoned with a hexagram (the symbol of alchemy, depicting the elements fire and water intertwined). The pages are a stiff, treated paper, which is resistant to fire and acid. It covers many of the fundamentals of the Alchemical sciences, both in regards to transmutation circles and alchemic reactions, such as those required to craft alchemical items.		
In it there are also sporadic mentions of <i>human transmutation</i> , including examples of circles, which may work along these lines.		
<b>AG Energy</b>	<b>Total</b>	<b>Expended</b>
	<b>8</b>	<b>0</b>
<b>Circles Developed</b>		
1	Lamination (Metal to Wood)	
1	Lamination (Two Metals)	
1	Lamination (Steel to Nickel)	
1	Purification (Fluids)	
1	Separation (Fluids)	
1	Detailed Shaping of Soft Earth	
1	Faceting Stones (Hardness <3)	
1	Change substance by 1 degr.	
1	Altering the color of porous materials	
1	Shape Metal or Stone	
2	Faceting Stones (Hardness <6)	
2	Altering Gas Density	
2	Change substance by 2 degr.	
2	Detailed Shaping of Metal/Stone	
2	Altering the color of non-porous materials	
<b>Spells Understood</b>		
1	<b>1<sup>st</sup> Degree</b>	1AGP
2	<b>2<sup>nd</sup> Degree</b>	2AGP
0		0AGP

