No	<u> </u>		bilities				34	3	4	
		Sc	ore	N	<i><b>Aodifier</b></i>		HP	Alt	HP	Dam.
Stre	ngth	4	4	-3	-3	;		Clas	ses	
	luscle	4	4	-3	-3		1	Scien	tist	
	<mark>ımina</mark>	4	4	-3	-3					
Dext		7	7	-2	-2			Leve	els	
Ra	Aim lance	8	8	-2	-2 -1			6		
Constitu		10	10	+0	+(		Exp	erienc	e Poi	nts
		10	10	+0	+0		Total:		0101	
Fi	itness	10	10	+0	+0	)	To next Le	vel:		
Mol	bility	7	7	-2	-2			el Adju	istme.	nts
	Speed	8	8	-1	-1		Racial:			
Move		6	6	-2	-2		Special:	77.41	A T/TF	
Intellige Know		21 22	23	+5	+6		Corrupti	TAI		arovitv
Reaso		22 20	22	+6	+6		Corrupti 0	OII.	De]	pravity:
		16	16	+3	+3				- 1	
		18	18	+4	+4		Sanit	<i>y</i> :	1	1/67
Willp	ower	14	14	+2	+2	?	Income	·	Λ	_1 0
Chari	isma	15	17	+2	+3	3	Insani	ıy:	0	±0
		16	18	+3	+4		4	ffin	itio	9
Phys. B		14	16	+2	+3					
		13 12	13 12	+1	+1		Psychi			lystic
		12 14	14	+2	+2		73%	<b>o</b>	4	1%
	Luck	17		Base Attac		-				
Base	Muscle	S		isc / Epic   B			Base Melee .	Attack .	Progr	ession
+3	-3		+0	+0	+0			+0	- 6	
Base	Aim	S	Size Mi	· /E · E						
					Base Bonus	В	ase Ranged	Attack	Prog	ression
+3	-2		+0	+0	+0			Attack +1	Prog	ression
-		Weap	ons, Arn	+0 nor, Shiel	+0	er Pı	rotection	+1		
-	-2 rmor Name	Weap	ons, Arn	+0 nor, Shiel	+0	er Pı	rotection	+1		ression Il Failure
-	rmor Name	Weap ,	oons, Arn	+0 mor, Shiel Bonus	+0 Ids & Oth Max Dex to	er Pi o AC	rotection	+1	Spei	ll Failur
-	rmor Name	Weap ,	oons, Arn	+0 nor, Shiel	+0 Ids & Oth Max Dex to	er Pi o AC	rotection	+1	Spei	
Ai	rmor Name	Weap ,	oons, Arn AC	+0 nor, Shiel Bonus erwork / Ma	+0 Ids & Other Max Dex to	er Pi o AC nic)	rotection	+1	Spei	ll Failur
Ai	rmor Name Othe	Weap ,	oons, Arm AC rties (Masta	+0 mor, Shiel Bonus	+0 Ids & Other Max Dex to	er Pi o AC nic)	rotection Check Per	+1	Spei	ll Failur
Ai	Othe	Weap	oons, Arm AC  rties (Master 2S; 1P; (	mor, Shield Bonus erwork / Ma	+0 Ids & Othe Max Dex to agical / Psio  Hit Ran AC Boni	er Pro AC enic) ge: 1	Check Per	+1	Spel To Spel	ll Failur p Speed ll Failur
Ai	Othe	Weap	oons, Arm AC  rties (Master 2S; 1P; (	+0 nor, Shiel Bonus erwork / Ma	+0 Ids & Othe Max Dex to agical / Psio  Hit Ran AC Boni	er Pro AC enic) ge: 1	Check Per	+1	Spel To Spel	ll Failure p Speed
Ai Absorb Ra	Othe  Shice	Weap	oons, Arn AC  rties (Maste	+0 mor, Shiel Bonus erwork/Ma	+0 Ids & Other Max Dex to agical / Psio AC Bonu	er Pro AC  onic)  ge: 1  us	otection Check Per 3+ Check Per	+1	Spel To Spel	ll Failur p Speed ll Failur
Ai Absorb Ra	Othe  Shice Other	Weap	oons, Arn AC  rties (Maste 2S; 1P; (ne  rties (Maste	+0 mor, Shiel Bonus erwork/Ma  DB 15HP: erwork/Ma	+0  Ids & Other Max Dex to  agical / Psio  AC Bonu  Hit Rang	er Pro AC enic) ge: 1 us enic)	7 otection Check Per 3+ Check Per	+1	Speil To,	ll Failurd p Speed ll Failurd p Speed
Ai Absorb Ra	Othe  Shice Other	Weap	oons, Arn AC  rties (Maste 2S; 1P; (ne  rties (Maste	+0 mor, Shiel Bonus erwork/Ma	+0 Ids & Other Max Dex to agical / Psio AC Bonu	er Pro AC enic) ge: 1 us enic)	otection Check Per 3+ Check Per	+1	Speil To,	ll Failur p Speed ll Failur
Ai Absorb Ra Absorb Ro Deflection	Othe  Shice Othe  ate	Weap er Prope eld Nam	oons, Arn AC  rties (Maste 2S; 1P; (ne  rties (Maste	+0 mor, Shiel Bonus erwork/Ma  DB 15HP; erwork/Ma  OB 0HP; ht/Luck	+0 Ids & Other Max Dex to agical / Psio AC Bone agical / Psio Other	er Pro AC enic) ge: 1 us enic)	7 otection Check Per 3+ Check Per 1+ Profane/So	+1 malty malty malty	Speil To	ll Failurd p Speed ll Failurd p Speed
Ai bsorb Ra bsorb Ra Deflection	Othe  Shice Other	Weap er Prope eld Nam	oons, Arn AC  rties (Maste 2S; 1P; (ne  rties (Maste	+0 mor, Shiel Bonus erwork/Ma  DB 15HP; erwork/Ma  OB 0HP; ht/Luck	+0  Ids & Other Max Dex to  agical / Psio  AC Bonu  Hit Rang	er Pro AC enic) ge: 1 us enic)	7 otection Check Per 3+ Check Per 1+ Profane/So	+1 malty malty malty	Speil To,	ll Failurd p Speed ll Failurd p Speed
As A	othe Shid Othe ate n	Weap	oons, Arn AC  arties (Masta 2S; 1P; (ne  rties (Masta 0S; 0P; Insig	+0 mor, Shiel Bonus erwork/Ma DB 15HP; erwork/Ma MB 0HP; ht/Luck	+0  Ids & Other Max Dex to  Ingical / Psio  AC Bone  Ingical / Psio  Other  Hit Rang  Other	er Pro AC  nic)  ge: 1  ge: 1  ge: 1  ge: 1	3+ Check Per	+1 malty malty malty	Speed To,	ll Failurd p Speed ll Failurd p Speed Vatural
Ai Absorb Ra Absorb Ro Deflection	Othe  Shice Othe  ate	Weap	oons, Arn AC  arties (Masta 2S; 1P; (ne  rties (Masta 0S; 0P; Insig	+0 mor, Shiel Bonus erwork/Ma DB 15HP; erwork/Ma MB 0HP; ht/Luck	+0 Ids & Other Max Dex to agical / Psio AC Bone agical / Psio Other	er Pro AC  nic)  ge: 1  ge: 1  ge: 1  ge: 1	3+ Check Per	+1 malty malty malty	Speed To,	ll Failurd p Speed ll Failurd p Speed
Asing Asing Absorb Rail Deflection	othe  Shic  Othe  ate  n  eapon Name	Weap	oons, Arn AC  rties (Maste 2S; 1P; ( ne  rties (Maste 0S; 0P; Insig	+0 mor, Shiel Bonus erwork/Ma DB 15HP; erwork/Ma MB 0HP; ht/Luck	+0 Ids & Other Max Dex to agical / Psio AC Bone agical / Psio Other ttack Progre	er Pro AC  mic)  ge: 1(  ge: 1(	3+ Check Per	+1 malty malty malty	Spel To Spel To Dama	ll Failurd p Speed ll Failurd p Speed Vatural
Ai Absorb Ra Absorb Ro Deflection	othe  Shic  Othe  ate  n  eapon Name	Weap	oons, Arn AC  rties (Maste 2S; 1P; ( ne  rties (Maste 0S; 0P; Insig	+0 mor, Shiel Bonus erwork/Ma DB 15HP; erwork/Ma MB 0HP; ht/Luck Melee At	+0 Ids & Other Max Dex to agical / Psio AC Bone agical / Psio Other ttack Progre	er Pro AC  mic)  ge: 1(  ge: 1(	3+ Check Per	+1 malty malty acred	Spel To Spel To Dama	ll Failurd p Speed ll Failurd p Speed Vatural ge
Absorb Ra  Absorb Ra  Deflection  We	othe  Shic  Othe  ate  n  eapon Name	Weap, or Prope eld Nam or Prope Specia	oons, Arn AC  rties (Maste 2S; 1P; ( ne  rties (Maste 0S; 0P; Insig	erwork/Ma  OB OHP;  ht/Luck  Melee At  Ranged A	+0 Ids & Other Max Dex to agical / Psio AC Bone agical / Psio Other ttack Progre	er Pro AC  mic)  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1	3+ Check Per	+1 malty malty  acred  Crit Ra.	Spel To Spel To Dama	ll Failurd p Speed ll Failurd p Speed latural ge Multiplid Range
Absorb Ra  Absorb Ra  Deflection  We  Attack B	othe  Shic  Othe  ate  ate  Damage B  Other Pr	Weap, or Prope	Oons, Arn AC  rties (Master 2S; 1P; (1)  re  OS; 0P;  Insign	hor, Shiel Bonus erwork / Ma DB 15HP: erwork / Ma DB 0HP; ht / Luck  Melee At Ranged A Drk / Magica	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bont  Ingical / Psio  Other  Ittack Progre  Ittack Progre  Ittack Progre	er Pro AC  mic)  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1	3+ Check Per	+1 malty malty  acred  Crit Ra	Special To Special To Dama	ll Failurd p Speed ll Failurd p Speed latural lige Multiplid Range
Asorb Ra  Absorb Ra  Deflection  We  Attack B	othe  Shic  Othe  ate  n  Damage B	Weap, or Prope	Oons, Arn AC  rties (Master 2S; 1P; (1)  re  OS; 0P;  Insign	hor, Shiel Bonus erwork / Ma DB 15HP: erwork / Ma DB 0HP; ht / Luck  Melee At Ranged A Drk / Magica	+() Ids & Other Max Dex to Ingical / Psio Ids AC Bont Ids AC Bont Ingical / Psio Ids AC Bont Ids AC	er Pro AC  mic)  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1	3+ Check Per	+1 malty malty  acred  Crit Ra	Speed To Speed A Dama	ll Failurd p Speed ll Failurd p Speed latural lige Multiplid Range
Asorb Ra  Absorb Ra  Deflection  We  Attack B	othe  Shid  Othe  ate   n  Damage B  Other Pr  eapon Nam  Damage B	Weap  or Prope  eld Nam  or Prope  Special	oons, Arn AC  2S; IP; (  we  orties (Master OS; OP; Insignation In B  if B	erwork / Ma  OB OHP;  ht / Luck  Melee At  Melee At	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bont  Ingical / Psio  Other  Ittack Progre  Ittack Progre  Ittack Progre  Attack B	er Pro AC  mic)  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1	3+ Check Per	+1 malty malty  acred  Crit Ra  Type	Special To	ll Failurd p Speed ll Failurd p Speed latural lige Multiplid Range
Asorb Ra  Absorb Ra  Deflection  We  Attack B	othe  Shid  Othe  ate   n  Damage B  Other Pr  eapon Nam  Damage B	Weap  or Prope  eld Nam  or Prope  Special	oons, Arn AC  2S; IP; (  we  orties (Master OS; OP; Insignation In B  if B	hor, Shiel Bonus erwork / Ma DB 15HP: erwork / Ma DB 0HP; ht / Luck  Melee At Ranged A Drk / Magica	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bont  Ingical / Psio  Other  Ittack Progre  Ittack Progre  Ittack Progre  Attack B	er Pro AC  mic)  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1	3+ Check Per	+1 malty malty  acred  Crit Ra	Special To	ll Failurd p Speed ll Failurd p Speed latural lige Multiplid Range
Absorb Ra  Absorb Ra  Deflection  We  Attack B	othe  Shid  Othe  ate   n  Damage B  Other Pr  eapon Nam  Damage B	Weap  or Prope  eld Nam  or Prope  Special	oons, Arn AC  2S; IP; (  we  orties (Master OS; OP; Insignation In B  if B	+0 mor, Shiel Bonus erwork/Ma DB 15HP: erwork/Ma OB 0HP: ht/Luck Melee At Ranged A Ork/Magica	+() Ids & Other Max Dex to Ingical / Psio Ids & Other Ids & Progree Ids & Progree Ids & Progree Ids & Progree Ids & Ids	er Pro AC  mic)  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1  gge: 1	3+ Check Per	+1 malty malty  acred  Crit Ra  Type	Special To	ll Failurd p Speed ll Failurd p Speed latural lige Multiplid Range
Absorb Ra  Absorb Ra  Deflection  We  Attack B   1	other Prepared Bother Bothe	Weap  or Prope  eld Nam  or Prope  Special	oons, Arn AC  2S; IP; (  we  orties (Master OS; OP; Insignation In B  if B	erwork / Ma  OB OHP;  ht / Luck  Melee At  Melee At	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bonu  Ingical / Psio  Other  Ids & Other  Action of the Psionic of the Progret  Attack Progret  Attack B  Ind / Psionic of the Psionic of	er Pro AC mic) ge: 1 us mnic) ge: 1(	3+ Check Per	+1 malty malty  acred  Crit Ra  Type	Special To	ll Failurd p Speed ll Failurd p Speed latural lige Multiplid Range
Attack B   I	other Pr Damage B Other Pr Damage B Other Pr	Weap  or Prope  eld Nam  or Prope  Special  operties  operties	Oons, Arn AC  actives (Master  actives (Master) (Mas	+0 mor, Shiel Bonus erwork/Ma DB 15HP: erwork/Ma OB 0HP: ht/Luck Melee At Ranged A Ork/Magica  Psion	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bonu  Ingical / Psio  Other  Ids & Other  Action of the Psionic of the Progret  Attack Progret  Attack B  Ind / Psionic of the Psionic of	er Pro AC  mic)  ge: 1  ge: 1  mic)  ge: 1  Name	3+ Check Per	+1 malty malty  malty  Crit Ra  Type  D  Type	Speed To Spe	ll Failurd p Speed ll Failurd p Speed latural latural Range ge ge Range
Absorb Ra  Absorb Ra  Deflection  We  Attack B   1	other Pr Damage B Other Pr Damage B Other Pr Display Vi	Weap  or Prope  eld Nam  or Prope  Special  operties  operties	Oons, Arn AC  actives (Master  actives (Master) (Mas	+0 mor, Shiel Bonus erwork/Ma DB 15HP: erwork/Ma OB 0HP: ht/Luck Melee At Ranged A Ork/Magica	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bonu  Ingical / Psio  Other  Ids & Other  Action of the Psionic of the Progret  Attack Progret  Attack B  Ind / Psionic of the Psionic of	er Pro AC  mic)  ge: 1  ge: 1  mic)  ge: 1  Name	3+ Check Per	+1 malty malty  malty  Crit Ra  Type  D  Type	Speed To Spe	ll Failurd p Speed ll Failurd p Speed latural latural Range ge ge Range
Absorb Ra  Absorb Ra  Deflection  We  Attack B   I	other Pr Damage B Other Pr Damage B Other Pr Display Vi	Weap  The Properties  Special  Special  Special  Special  Special  Psychic	Oons, Arn AC  actives (Master  actives (Master) (Mas	+0 mor, Shiel Bonus erwork/Ma DB 15HP: erwork/Ma OB 0HP: ht/Luck Melee At Ranged A Ork/Magica  Psion	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bonu  Ingical / Psio  Other  Ids & Other  Action of the Psionic of the Progret  Attack Progret  Attack B  Ind / Psionic of the Psionic of	er Pro AC  mic)  ge: 1  ge: 1  mic)  ge: 1  Name	3+ Check Per	+1 malty malty  malty  Crit Ra  Type  D  Type	Speed To Spe	ll Failurd p Speed ll Failurd p Speed latural latural Range ge ge Range
Attack B   I	other Pr Damage B Other Pr Display Vi	Weap  The Properties  Special  Special  Special  Special  Special  Psychic  11d6)	Oons, Arn AC  actives (Master  actives (Master) (Master  actives (Master) (Ma	+0 mor, Shiel Bonus erwork/Ma DB 15HP: erwork/Ma OB 0HP: ht/Luck Melee At Ranged A Ork/Magica  Psion	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bonu  Ingical / Psio  Other  Ids & Other  Action of the Psionic of the Progret  Attack Progret  Attack B  Ind / Psionic of the Psionic of	er Pro AC  mic)  ge: 1  ge: 1  mic)  ge: 1  Name	3+ Check Per	+1 malty malty malty  Crit Ra  Type  D  Type	Speed To Spe	ll Failurd p Speed ll Failurd p Speed latural latural latural latural Range latural La
Attack B   I	other Pr Damage B Other Pr Display Vi	Weap  The Properties  Special  Special  Special  Special  Special  Psychic  11d6)	Oons, Arn AC  actives (Master  actives (Master) (Mas	+0 mor, Shiel Bonus erwork/Ma DB 15HP: erwork/Ma OB 0HP: ht/Luck Melee At Ranged A Ork/Magica  Psion	+()  Ids & Other  Max Dex to  Ingical / Psio  AC Bonu  Ingical / Psio  Other  Ids & Other  Action of the Psionic of the Progret  Attack Progret  Attack B  Ind / Psionic of the Psionic of	er Pro AC  mic)  ge: 1  ge: 1  mic)  ge: 1  Name	3+ Check Per	+1 malty malty malty  Crit Ra  Type  D  Type	Speed To Spe	ll Failurd p Speed ll Failurd p Speed latural latural Range ge ge Range

## Player

	Total	Base	Abil	Misc	<b>Epic</b>	Magic
Armor Cl	8	10	-2			
Fortitude	+2	+2	+0			
Reflex	+1	+2	-1			
Will	+7	+5	+2			
Soul	+7	+6	+1			
Initiative	-2		-2			

Movement & Encumbrance								
Weight	Move	Category	Max Dex	Check P				
13	18	Light	_	-				
26	18	Medium	+3	-3				
40	12	Heavy	+1	-6				
80	3	Lift	+0	*				
200	6	Push	*	*				

Special Qualities / Abilities
Sigils grant +2 bonus to all Int and Cha based skill checks.
Glyphonic Resonance
Advanced Human: +4 Int and 1 Psionic Power
(PPE=Int Bonus)
+2 Racial Bonus vs Shadow spells/powers.
18 SP/L eval: 24 Langlis | ATA Gene

8 SP	/Level;	24 Lan	gPts	ATA Gene

Skill Name	Skills					
Applied Sci (Chemestry)					Mod	
A.S. (Computer Programming)         +13         6         Know         +7           Applied Sci (Geology)         +13         6         Know         +7           A.S. (Intradimensional Phys.)         +13         6         Know         +7           Applied Sci (Mystic Theory)         +13         6         Know         +7           Applied Sci (Physics)         +12         5         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           Applied Sci (Xenocultures)         +10         3         Know/Rea         46           Concentration         +4         2         Will         +2           Concentrat			-		,	
Applied Sci (Geology)         +13         6         Know         +7           A.S. (Intradimensional Phys.)         +13         6         Know         +7           Applied Sci (Mystic Theory)         +13         6         Know         +7           Applied Sci (Physics)         +12         5         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           Applied Sci (Xenocoultures)         +10         3         Know         +7           Applied Sci (Xenocomputers)         +13         6         Know         +7           Applied Sci (Xenocomputers)         +10         3         Know/Rea         +6           Concentration         +4         2         Will         +2         Will         +2<						
A.S. (Intradimensional Phys.) +13 6 Know +7 Applied Sci (Mystic Theory) +13 6 Know +7 Applied Sci (Physics) +13 6 Know +7 App. Sci (Quantum Physics) +12 5 Know +7 App. Sci (Thermodynamics) +13 6 Know +7 App. Sci (Thermodynamics) +13 6 Know +7 Applied Sci (Xenocultures) +10 3 Know +7 Applied Sci (Xenocomputers) +13 6 Know +7 Applied Sci (Xenocomputers) +13 6 Know +7 Autohypnosis (cc) +3 1 Will +2 Bureaucracy +4 0 Inf+Soc +4 Concentration +4 2 Will +2 Craft (Drafting) +9 4 Reas +5 Craft (Software) +11 5 Kno/Rea +6 Craft (Weapon Systems) +11 5 Kno/Rea +6 Craft (Weapon Systems) +11 5 Kno/Rea +6 Decipher Script +9 4 Inu/Rea +5 Diplomacy +8 5 Inf+Soc +3 Disable Device +2 0 Inu/Dex +2 Engineering (Basic) +15 9 Reason +6 Engineering (Electronics) +13 7 Reason +6 Engineering (Electronics) +13 7 Reason +6 Engineering (Technopsychic) +18 2 Reason +6 Engineering (Technopsychic) +18 2 Reason +6 First Aid +9 0 Inu/Kno +5 Forgery +6 0 Inf/Int +6 Gather Information +4 0 Infl +4 Knowledge (Alchemy) +8 1 Know +7 Knowledge (Alchemy) +8 1 Know +7 Knowledge (Dimensional) +12 5 Know +7 Knowledge (Metallurgy) +10 3 Know +7 Knowledge (Metallurgy) +10 4 Know +7 Knowledge (Metallurgy) +10 4 Know +7 Knowledge (Psionics) +9 2 Know +7 Knowledge (Religion) +11 4 Know +7 Knowledge (Psionics) +9 2 Know +7 Knowledge (Psionics) +9 2 Know +7 Knowledge (Religion) +11 4 Know +7 Knowledge (Tectonics) +11 4 Know +7 Knowledge (Tectonics) +11 5 Reason +6 Pilot (Small Starship) +6 4 Int/Dex +2 Search +11 5 Reason +6 Surrival (cc) +5 0 IntutKno +5 Swim (cc) +2 0 Stam/Fit -2 Use Psionic Device (cc) +5 1 Influence +4						
Applied Sci (Mystic Theory)         +13         6         Know         +7           Applied Sci (Physics)         +13         6         Know         +7           App. Sci (Quantum Physics)         +12         5         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           Applied Sci (Xenocumputers)         +10         3         Know         +7           Applied Sci (Xenocumputers)         +13         6         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Bureaucracy         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Consentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Disable Device         +2         0 <t< td=""><td>Applied Sci (Geology)</td><td>+13</td><td>6</td><td>Know</td><td>+7</td></t<>	Applied Sci (Geology)	+13	6	Know	+7	
Applied Sci (Physics)         +13         6         Know         +7           App.Sci (Quantum Physics)         +12         5         Know         +7           App.Sci (Thermodynamics)         +13         6         Know         +7           Applied Sci (Xenocultures)         +10         3         Know         +7           Applied Sci (Xenocuntures)         +10         3         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Autohypnosis (cc)         +3         1         Will         +2           Concentration         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Diplomacy         +8         5         Inf+Soc         +3           Disable Device         +2         0         Inu/Dex		+13	6		+7	
App.Sci (Quantum Physics)         +12         5         Know         +7           App. Sci (Thermodynamics)         +13         6         Know         +7           Applied Sci (Xenocultures)         +10         3         Know         +7           Applied Sci (Xenocultures)         +13         6         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Bureaucracy         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Diplomacy         +8         5         Inf+Soc         +3           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Civil)         +10         3         Reason	Applied Sci (Mystic Theory)	+13	6	Know	+7	
App. Sci (Thermodynamics)         +13         6         Know         +7           Applied Sci (Xenocultures)         +10         3         Know         +7           Applied Sci (Xenocumputers)         +13         6         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Cural (Drafting)         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Diplomacy         +8         5         Inf+Soc         +3           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Civil)         +10         3         Reason         +6           Engineering (Mechanical)         +12         6         Reaso		+13	6	Know	+7	
Applied Sci (Xenocultures)         +10         3         Know         +7           Applied Sci (Xenocomputers)         +13         6         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Bureaucracy         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Concentration         +4         2         Will         +2           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Diplomacy         +8         5         Inf+Soc         +3           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Civil)         +10         3         Reason         +6     <	App.Sci (Quantum Physics)	+12	5	Know	+7	
Applied Sci (Xenocomputers)         +13         6         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Bureaucracy         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Software)         +12         6         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Disable Device         +2         0         Inu/Rea         +5           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Belectronics)         +13         7         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Mechanical)         +12         6 <td< td=""><td></td><td>+13</td><td>6</td><td>Know</td><td>+7</td></td<>		+13	6	Know	+7	
Applied Sci (Xenocomputers)         +13         6         Know         +7           Autohypnosis (cc)         +3         1         Will         +2           Bureaucracy         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Software)         +12         6         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Disable Device         +2         0         Inu/Rea         +5           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Belectronics)         +13         7         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Mechanical)         +12         6 <td< td=""><td>Applied Sci (Xenocultures)</td><td>+10</td><td>3</td><td>Know</td><td>+7</td></td<>	Applied Sci (Xenocultures)	+10	3	Know	+7	
Autohypnosis (cc)         +3         1         Will         +2           Bureaucracy         +4         0         Inf+Soc         +4           Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Software)         +12         6         Kno/Rea         +6           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Disable Device         +2         0         Inu/Dex         +2           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Electronics)         +13         7         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Technopsychic)         +18         2         Reason         +6           First Aid         +9         0         Inf/Int		+13	6	Know	+7	
Bureaucracy					+2	
Concentration         +4         2         Will         +2           Craft (Drafting)         +9         4         Reas         +5           Craft (Software)         +12         6         Kno/Rea         +6           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Civil)         +10         3         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Technopsychic)         +18         2         Reason         +6           First Aid         +9         0         Inu/Kno         +5           Forgery         +6         0         Inf/Int         +6           Gather Information         +4         0         Inf/Int         +6           Knowledge (Alchemy)         +8         1         Know <t< td=""><td>31</td><td>+4</td><td>0</td><td></td><td></td></t<>	31	+4	0			
Craft (Drafting)         +9         4         Reas         +5           Craft (Software)         +12         6         Kno/Rea         +6           Craft (Mechanism)         +11         5         Kno/Rea         +6           Craft (Weapon Systems)         +11         5         Kno/Rea         +6           Decipher Script         +9         4         Inu/Rea         +5           Diplomacy         +8         5         Inf+Soc         +3           Disable Device         +2         0         Inu/Dex         +2           Engineering (Basic)         +15         9         Reason         +6           Engineering (Civil)         +10         3         Reason         +6           Engineering (Belectronics)         +13         7         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Technopsychic)         +18         2         Reason         +6           Forgery         +6         0         Inf/Int         +6           Forgery         +6         0         Inf/Int         +6           Knowledge (Alchemy)         +8         1         Know	2				-	
Craft (Software)         +12         6         Kno/Rea +6           Craft (Mechanism)         +11         5         Kno/Rea +6           Craft (Weapon Systems)         +11         5         Kno/Rea +6           Decipher Script         +9         4         Inu/Rea +5           Diplomacy         +8         5         Inf+Soc +3           Disable Device         +2         0         Inu/Dex +2           Engineering (Basic)         +15         9         Reason +6           Engineering (Civil)         +10         3         Reason +6           Engineering (Mechanical)         +12         6         Reason +6           Engineering (Technopsychic)         +18         2         Reason +6           Engineering (Technopsychic)         +18         2         Reason +6           Forgery         +6         0         Inf/Int         +6           Gather Information         +4         0         Inf/Int         +6           Gather Information         +4         0         Inf         +4           Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7						
Craft (Mechanism) +11 5 Kno/Rea +6 Craft (Weapon Systems) +11 5 Kno/Rea +6 Decipher Script +9 4 Inu/Rea +5 Diplomacy +8 5 Inf+Soc +3 Disable Device +2 0 Inu/Dex +2 Engineering (Basic) +15 9 Reason +6 Engineering (Civil) +10 3 Reason +6 Engineering (Electronics) +13 7 Reason +6 Engineering (Mechanical) +12 6 Reason +6 Engineering (Technopsychic) +18 2 Reason +6 Engineering (Technopsychic) +18 2 Reason +6 First Aid +9 0 Inu/Kno +5 Forgery +6 0 Inf/Int +6 Knowledge (Alchemy) +8 1 Know +7 Knowledge (Alchemy) +8 1 Know +7 Knowledge (Dimensional) +12 5 Know +7 Knowledge (Dimensional) +12 5 Know +7 Knowledge (Ilumera) +13 6 Know +7 Knowledge (Metallurgy) +10 3 Know +7 Knowledge (Religion) +11 4 Know +7 Knowledge (Tectonics) +14 Know +7 Knowledge (Tectonics) +14 Know +7 Knowledge (Tectonics) +11 Know +7 Knowledge (Tectonics) +11 Know +7 Knowledge (Time) +11 A Know +7 Knowledge (Time) +11 A Know +7 Knowledge (Time) +11 A Know +7 Navigation (Stellar) +8 2 Kno/Rea +6 Pilot (Small Starship) +6 A Int/Dex +2 Surrival (cc) +5 0 IntutiKno +5 Swim (cc) +2 0 Stam/Fit -2 Use Psionic Device (cc) +5 1 Influence+4		_			-	
Craft (Weapon Systems)         +11         5         Kno/Rea +6           Decipher Script         +9         4         Inu/Rea +5           Diplomacy         +8         5         Inf+Soc +3           Disable Device         +2         0         Inu/Dex +2           Engineering (Basic)         +15         9         Reason +6           Engineering (Civil)         +10         3         Reason +6           Engineering (Mechanical)         +12         6         Reason +6           Engineering (Technopsychic)         +18         2         Reason +6           Engineering (Mechanical)         +12         6         Reason +6						
Decipher Script						
Diplomacy         +8         5         Inf+Soc +3           Disable Device         +2         0         Inu/Dex +2           Engineering (Basic)         +15         9         Reason +6           Engineering (Civil)         +10         3         Reason +6           Engineering (Electronics)         +13         7         Reason +6           Engineering (Mechanical)         +12         6         Reason +6           Engineering (Technopsychic)         +18         2         Reason +6           Engineering (Mechanical)         +12         6         Reason +6           Engineering (Mechanical)         +12         6         Reason +6           Engineering (Mechanical)         +10         3         Know +7	Craft (weapon Systems)					
Disable Device			•		-	
Engineering (Basic)         +15         9         Reason         +6           Engineering (Civil)         +10         3         Reason         +6           Engineering (Electronics)         +13         7         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Technopsychic)         +18         2         Reason         +6           First Aid         +9         0         Inu/Kno         +5           Forgery         +6         0         Inf/Int         +6           Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Psionics)         +9         2			_		-	
Engineering (Civil)         +10         3         Reason +6           Engineering (Electronics)         +13         7         Reason +6           Engineering (Mechanical)         +12         6         Reason +6           Engineering (Technopsychic)         +18         2         Reason +6           First Aid         +9         0         Inu/Kno +5           Forgery         +6         0         Inf/Int         +6           Gather Information         +4         0         Infl         +4           Knowledge (Alchemy)         +8         1         Know +7         Know +7           Knowledge (Dimensional)         +12         5         Know +7           Knowledge (Electronics)         +14         7         Know +7           Knowledge (Metallurgy)         +10         3         Know +7           Knowledge (Metallurgy)         +10         3         Know +7           Knowledge (Metaphysics)         +8         1         Know +7           Knowledge (Psionics)         +9         2         Know +7           Knowledge (Religion)         +11         4         Know +7           Knowledge (Stargate)         +13         6         Know +7           Kno						
Engineering (Electronics)         +13         7         Reason         +6           Engineering (Mechanical)         +12         6         Reason         +6           Engineering (Technopsychic)         +18         2         Reason         +6           First Aid         +9         0         Inu/Kno         +5           Forgery         +6         0         Inf/Int         +6           Gather Information         +4         0         Infl         +4           Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Astronomy)         +10         3         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Religion)         +9         2					-	
Engineering (Mechanical) +12 6 Reason +6 Engineering (Technopsychic) +18 2 Reason +6 First Aid +9 0 Inu/Kno +5 Forgery +6 0 Inf/Int +6 Gather Information +4 0 Infl +4 Knowledge (Alchemy) +8 1 Know +7 Knowledge (Astronomy) +10 3 Know +7 Knowledge (Dimensional) +12 5 Know +7 Knowledge (Electronics) +14 7 Know +7 Knowledge (Ilumera) +13 6 Know +7 Knowledge (Metaphysics) +8 1 Know +7 Knowledge (Metaphysics) +8 1 Know +7 Knowledge (Psionics) +9 2 Know +7 Knowledge (Psionics) +9 2 Know +7 Knowledge (Religion) +11 4 Know +7 Knowledge (Religion) +11 4 Know +7 Knowledge (Tectonics) +11 4 Know +7 Knowledge (Tectonics) +11 4 Know +7 Knowledge (Tectonics) +11 5 Know +7 Knowledge (Tectonics) +11 5 Know +7 Knowledge (Tectonics) +11 5 Know +7 Knowledge (Time) +11 5 Reason +6 Search +11 5 Reason +6 Search +11 5 Reason +6 Sense Motive (cc) +8 0 Intuition +4 Survival (cc) +5 0 Intu/Kno+5 Swim (cc) +2 0 Stam/Fit -2 Use Psionic Device (cc) +5 1 Influence+4						
Engineering (Technopsychic)         +18         2         Reason         +6           First Aid         +9         0         Inu/Kno         +5           Forgery         +6         0         Inf/Int         +6           Gather Information         +4         0         Infl         +4           Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Astronomy)         +10         3         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Metaplusy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Know			_		_	
First Aid					-	
Forgery			2		-	
Gather Information         +4         0         Infl         +4           Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Astronomy)         +10         3         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Illumera)         +13         6         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4		+9	0	Inu/Kno	+5	
Knowledge (Alchemy)         +8         1         Know         +7           Knowledge (Astronomy)         +10         3         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Illumera)         +13         6         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Stargate)         +13         6         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Sense Motive (cc)         +8         0	Forgery	+6	0	Inf/Int	+6	
Knowledge (Astronomy)         +10         3         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Illumera)         +13         6         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Sense Motive (cc)         +8         0         Int	Gather Information	+4	0		+4	
Knowledge (Astronomy)         +10         3         Know         +7           Knowledge (Dimensional)         +12         5         Know         +7           Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Illumera)         +13         6         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Sense Motive (cc)         +8         0         Int	Knowledge (Alchemy)	+8	1	Know	+7	
Knowledge (Dimensional)         +12         5         Know +7           Knowledge (Electronics)         +14         7         Know +7           Knowledge (Ilumera)         +13         6         Know +7           Knowledge (Metallurgy)         +10         3         Know +7           Knowledge (Metallurgy)         +10         3         Know +7           Knowledge (Metaphysics)         +8         1         Know +7           Knowledge (Psionics)         +9         2         Know +7           Knowledge (Religion)         +11         4         Know +7           Knowledge (Stargate)         +13         6         Know +7           Knowledge (Tectonics)         +11         4         Know +7           Knowledge (Time)         +11         4         Know +7           Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intution +4           Survival (cc)         +5         0         Intut/Kno+5           Swim (cc)         +2         0         Stam/Fit	Knowledge (Astronomy)	+10	3	Know	+7	
Knowledge (Electronics)         +14         7         Know         +7           Knowledge (Ilumera)         +13         6         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Stargate)         +13         6         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Sense Motive (cc)         +8         0         Intuition         +4           Survival (cc)         +5         0         Intu/Kno+5           Swim (cc)         +2         0         Stam/Fit -2		+12	5		+7	
Knowledge (Ilumera)         +13         6         Know         +7           Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Stargate)         +13         6         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Survival (cc)         +8         0         Intuition         +4           Swim (cc)         +2         0         Stam/Fit         -2           Use Psionic Device (cc)         +5         1         Influence					+7	
Knowledge (Metallurgy)         +10         3         Know         +7           Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Stargate)         +13         6         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Survival (cc)         +8         0         Intution         +4           Swim (cc)         +2         0         Stam/Fit         -2           Use Psionic Device (cc)         +5         1         Influence         +4		+13	6		+7	
Knowledge (Metaphysics)         +8         1         Know         +7           Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Stargate)         +13         6         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Kno/Rea         +6           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Sense Motive (cc)         +8         0         Intuition         +4           Survival (cc)         +5         0         Intu/Kno         +5           Swim (cc)         +2         0         Stam/Fit         -2           Use Psionic Device (cc)         +5         1         Influence         +4						
Knowledge (Ori)         +9         2         Know         +7           Knowledge (Psionics)         +9         2         Know         +7           Knowledge (Religion)         +11         4         Know         +7           Knowledge (Stargate)         +13         6         Know         +7           Knowledge (Tectonics)         +11         4         Know         +7           Knowledge (Time)         +11         4         Know         +7           Navigation (Stellar)         +8         2         Kno/Rea         +6           Pilot (Small Starship)         +6         4         Int/Dex         +2           Search         +11         5         Reason         +6           Sense Motive (cc)         +8         0         Intuition         +4           Survival (cc)         +5         0         Intu/Kno         +5           Swim (cc)         +2         0         Stam/Fit         -2           Use Psionic Device (cc)         +5         1         Influence         +4					-	
Knowledge (Psionics)         +9         2         Know +7           Knowledge (Religion)         +11         4         Know +7           Knowledge (Religion)         +13         6         Know +7           Knowledge (Tectonics)         +11         4         Know +7           Knowledge (Time)         +11         4         Know +7           Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intw/Kno+5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence+4					,	
Knowledge (Religion)         +11         4         Know +7           Knowledge (Stargate)         +13         6         Know +7           Knowledge (Tectonics)         +11         4         Know +7           Knowledge (Time)         +11         4         Know +7           Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intu/Kno +5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence +4					,	
Knowledge (Stargate)         +13         6         Know +7           Knowledge (Tectonics)         +11         4         Know +7           Knowledge (Time)         +11         4         Know +7           Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intu/Kno+5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence+4	Vnowledge (Poligion)					
Knowledge (Tectonics)         +11         4         Know +7           Knowledge (Time)         +11         4         Know +7           Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intu/Kno+5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence+4						
Knowledge (Time)         +11         4         Know +7           Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intu/Kno +5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence +4		_				
Navigation (Stellar)         +8         2         Kno/Rea +6           Pilot (Small Starship)         +6         4         Int/Dex +2           Search         +11         5         Reason +6           Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intu/Kno +5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence +4			•			
Pilot (Small Starship)     +6     4     Int/Dex +2       Search     +11     5     Reason +6       Sense Motive (cc)     +8     0     Intuition +4       Survival (cc)     +5     0     Intu/Kno +5       Swim (cc)     +2     0     Stam/Fit -2       Use Psionic Device (cc)     +5     1     Influence +4					-	
Search         +11         5         Reason         +6           Sense Motive (cc)         +8         0         Intuition         +4           Survival (cc)         +5         0         Intu/Kno         +5           Swim (cc)         +2         0         Stam/Fit         -2           Use Psionic Device (cc)         +5         1         Influence         +4	Navigation (Stellar)					
Sense Motive (cc)         +8         0         Intuition +4           Survival (cc)         +5         0         Intu/Kno+5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence+4						
Survival (cc)         +5         0         Intu/Kno +5           Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence +4					-	
Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence+4						
Swim (cc)         +2         0         Stam/Fit -2           Use Psionic Device (cc)         +5         1         Influence+4	Survival (cc)	+5	0	Intu/Kno	+5	
Use Psionic Device (cc) +5 1 Influence +4 Use Scientific Apparatus +13 7 Reason +6		+2	0	Stam/Fit	-2	
Use Scientific Apparatus +13 7 Reason +6	Use Psionic Device (cc)	+5	1	Influence	+4	
222 222	Use Scientific Apparatus					
	222 Serenine / Ippurutus	. 10		1 TTEMBOIT		

Normal (M	lund	lane	M	lasterwork) l	Equipmen	ıt				Mo	ney		
Item Name	#	Lbs			Name	#	Lbs	Tot	M		achma	Koji	Aros
Clothing									Stored	0	0	0	0
									Local	0	0	0	0
										0	0	0	0
									_	ther V			~ 1 1
									Item		# Valu	ie (ea)	Subtotal
										Value	ables T	Cotal	0 Mk
											rand T		0 Mk
									I	angua			
									Language		<u> </u>	Rank	s Int+
									Alterran (C		+11	5	+6
									Alterran (II		+11	5	+6
									Alterran (La		+11	5	+6
									Eterna		+8	2	+6
									Gallifrey		+8	2	+6
									Mystic Nox	<u>c</u>	+8	2	+6
Total Weigh	1		0		Total Wei	ioht		0	Qendi	 i	+8	2	+6
Special (Ma		1 / D						U	Saerosian (Z		+8	5	+6
Item Name	gicu	1/1	SiUI	Special Power			Lbs	Total	Ulurai		+7	1	+6
Data Log Crystals		Co	ntain	logs from the	rmo-station	ı. 40	12	12	Ysgard (As		+8	2	+6
										s & Cla		atures	·
									Starting				
									Racial	Hered		Psioni	CS
					Tot	tal We	iaht	12	Weapon Grou				1
<b>D</b>	1 T 4	c	4	0 041		ill II C	igni	12	Weapon Grou			argete	a
	i 11ij Tender			on & Other S		ht M	arital S	Status	Armor Group		FISIOI		
Human (Ilumeran)	M			20K+) 5ft 8i			Sing		L1: Sigil Nae		Chks/S	Skills [	Raciall
Eye Color Hair Color	So	cial Si	tatus	Soc. Stat	Mod Soc. Re	ank E	Birth R	ank	L1: Technops				
Green White	F.4l.	(D	C!-	+0	10		1 of	1	L1: ATA Ger			-	
Mother (Profession) Scientist	Fathe Pa	r (Pro Olitic		<i>(n)</i>	<i>Place of</i> C Lum				L2: Sigil Vau				Racial]
Notes				ı	Ear		Note	es	L3: Jack of A			el]	
Pathos			X	X			Veut		L6: Smatterin			1	
Ethos				X			Veut		L6: Final Utte	erance (	ob-secon	us post	mortes)
Cohort / Ani	mal	Con	ıpaı	nion / Contro	olled Und	ead							
Name		7	ype (L	Subtype)	HD H	p A	C/t/	Ff					
Attack / F	Full At	tack			Movement	(Burrow/.	Fly/Su	vim)					
			olva / C	Damas.									
		Alla	CKS (A	d Damage)									
	S	pecial	Attac	ks / Qualities					Learning				
										-1			

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

# Game Notes

#### Glyphonic Resonance

An Ilumeran is immune to any powers that stem from magical glyphs, seals or sigils so long as their character level is greater than or equal to the caster level of the mage who creates the sigil-based effect. If your character level is less than the spellcaster's level however, you suffer a -4 penalty against any saving throws caused by that effect..

This ability also applies to any alchemic circles with effects that target the Ilumeran directly, such as a transmutation circle that would boil his blood or changing his clothing to lead. It does not apply to circles that only affect his surroundings (e.g. being struck by a lightning bolt by creating a static charge in the air).

#### Final Utterance

At the instant of death, for one round per hit die, an Ilumeran begins muttering random words and rhythmic patterns. This utterance may sometimes contain useful (although cryptic) information, or take the form of a curse upon those who caused the Ilumeran's death. On the other hand, they may also be total gibberish...

### Technopsychic Link & ATA Gene

Ilumerans have the ATA (Ancient Technology Activation) genetic market that allows them to activate and use Alterran (Ilumeran & Lantian) technological devices.

Furthermore, they have a technopsychic link that some llumeran devices require in order for you to use them. You control such devices using your psychic will via thought control, and only those with this ability may utilize all of their functions.

PP Energy		Total	Expe	nded			
		6					
	Known						
1	Psyc	ransfer	2PPE				
		PPE					
				PPE			

		Additio	nal Weapons, Tools and Item	<u> </u>		
V	Veapon Nam		Melee Attack Progression	Damage		
Ad	lamatine F	ist	+0	1d10+3	(+4 2H)	
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier		
+0	+0	+0	-4		0/x2	
	Other Pr	operties (Ma	asterwork / Magical / Psionic)	Type	Range	
Has s	spiral drove	in handle,	and Saerosian Emblem on pommel.	Bludgeon	5 ft.	
I	Weapon Nam	ie	Melee Attack Progression	Dan	nage	
	osive Cros		+4		d4 Fire	
	Damage B		Ranged Attack Progression		/ Multiplier	
+0	+0	+0	+0 (1d3+3 Bludgeoning)		Botch 1-2	
	Other Pr	operties (M	asterwork / Magical / Psionic)	Type	Range	
Bolts burs	st into flame	on impact	. Fire damage repeats until extinguished.	P; E(Fire)	100ft	
Į	Weapon Nam	ie	Melee Attack Progression	Dan	nage	
Pig	my Blow	gun	None	10	<u>1</u> 1	
Attack B	Damage B	Special B	Ranged Attack Progression		/ Multiplier	
+0	+0	+0	+0	20/		
	Other Pr	operties (Mo	asterwork / Magical / Psionic)	Туре	Range	
Darts alv	ways do 1	HP dama	ge, but may be tipped with poison.	P	50 ft.	
	Weapon Nam		Melee Attack Progression	Dan	nage	
	rge Hamn		+1		5+3	
	Damage B		Ranged Attack Progression		/ Multiplier	
+1	+0	+0	-3		0/x2	
	_		asterwork / Magical / Psionic)	Type	Range	
	01110111		asterwork	2,500	- Itunge	
	(I7 A)				<u> </u>	
	Weapon Nam		Melee Attack Progression	1d6+3 (or 1	d6+3/1d6+3)	
	rd Skull St		+5 (or +1/-3)			
	Damage B		Ranged Attack Progression		/ Multiplier	
+1	+0	+0	+1		0/x2	
M4			asterwork / Magical / Psionic)	Туре	Range	
			d, inscribed with nature-glyphs.	В	5ft.	
TI C	Weapon Nam	ie .	Melee Attack Progression		nage	
	plash Weapo		+4 Touch; No save.		ries	
Attack B			Ranged Attack Progression		/ Multiplier	
+0	+0	+0	+4		0/	
161	Other Pr	operties (M	e vs. splash damage with a -4 penalty.	Type	Range	
II useu a	as touch, yo	ou must sav	e vs. sprash damage with a -4 penalty.	E/P	10 ft.	
I	Weapon Nam	ie	Melee Attack Progression	Dan	nage	
Attack B	Damage B	Special B	Ranged Attack Progression		/ Multiplier	
+0	+0	+0	+0	+	0	
	Other Pr	operties (M	asterwork / Magical / Psionic)	Type	Range	
I	Weapon Nam	ie –	Melee Attack Progression	Dan	nage	
4	n -		B 144 1 B	0.115	/34 10 10	
Attack B	Damage B		Ranged Attack Progression		/ Multiplier	
+0	+()	+0	+0		0/	
	Other Pr	operties (Mi	asterwork / Magical / Psionic)	Туре	Range	
					•	
Į.	Weapon Nam	ie	Melee Attack Progression	Dan	nage	
		· <u> </u>				
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range	/ Multiplier	
+0	+0	+0	+0	_	0/	
	Other Pr	operties (M	asterwork / Magical / Psionic)	Туре	Range	
Weapon Name			Melee Attack Progression	Dan	nage	
Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range	/ Multiplier	
+0	+0	+0	+0	20		
	Other Pr	operties (M	asterwork / Magical / Psionic)	Туре	Range	
		-		-		

# Game Notes

AG Energy	8	0						
Addit	Additional Circles Developed							
C:-	1. D	T., 1						
Circ	le Degrees (	Jnderstood						
$\frac{1}{2} \frac{1^{st}}{2^{nd}}$	le Degrees U Degree Degree	1AGP						
$\begin{bmatrix} 2 & 2^{nd} \\ 0 & \end{bmatrix}$	Degree	2AGP 0AGP						
0		0AGP						
U		UAGI						