

Name <b>LaVar</b>					34	34	
<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>	4	4	-3	-3	Scientist		
Muscle	4	4	-3	-3			
Stamina	4	4	-3	-3			
<b>Dexterity</b>	7	7	-2	-2	<b>Levels</b>		
Aim	6	6	-2	-2	6		
Balance	8	8	-1	-1			
<b>Constitution</b>	10	10	+0	+0	<b>Experience Points</b>		
Health	10	10	+0	+0	<b>Total:</b>		
Fitness	10	10	+0	+0	<b>To next Level:</b>		
<b>Mobility</b>	7	7	-2	-2	<b>Level Adjustments</b>		
Speed	8	8	-1	-1	<b>Racial:</b>		
Movement	6	6	-2	-2	<b>Special:</b>		
<b>Intelligence</b>	21	23	+5	+6	<b>TAINT</b>		
Knowledge	22	24	+6	+7	Corruption:	Depravity:	
Reasoning	20	22	+5	+6	0	0	
<b>Wisdom</b>	16	16	+3	+3	<b>Sanity:</b> 11/67		
Intuition	18	18	+4	+4	<b>Insanity:</b> 0 ±0		
Willpower	14	14	+2	+2	<b>Affinities</b>		
<b>Charisma</b>	15	17	+2	+3	Psychic		
Influence	16	18	+3	+4	73%		
Phys. Beauty	14	16	+2	+3	Mystic		
<b>Fëa</b>	13	13	+1	+1	73%		
Soul	12	12	+1	+1	41%		
Luck	14	14	+2	+2			

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

Weapons, Armor, Shields & Other Protection				
<b>Armor Name</b>	<b>AC Bonus</b>	<b>Max Dex to AC</b>	<b>Check Penalty</b>	<b>Spell Failure</b>
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Top Speed</b>
<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>	
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Top Speed</b>
<b>Absorb Rate</b>	0S; 0P; 0B 0HP; Hit Range: 10+			
<b>Deflection</b>	<b>Insight / Luck</b>	<b>Other</b>	<b>Profane/Sacred</b>	<b>Natural</b>

Weapon Name		Melee Attack Progression		Damage	
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Ranged Attack Progression</b>		<b>Crit Range / Multiplier</b>
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Type</b>	<b>Range</b>

Weapon Name		Melee Attack Progression		Damage	
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Attack B</b>	<b>Damage B</b>	
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Type</b>	<b>Range</b>

Psionics		
<b>PPE Cost</b>	<b>Display</b>	<b>Power Name</b>
2	Vi	Psychic Wound Transfer (Heals wound by transfer 1d6 HP ⇄ Subdual. +2PPE = +1d6)
<b>Total PPE</b>	<b>PPE Used</b>	<b>Surge Bonus</b>
6		

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

Movement & Encumbrance				
<b>Weight</b>	<b>Move</b>	<b>Category</b>	<b>Max Dex</b>	<b>Check P</b>
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/Level; 24 LangPts ATA Gene	

Skills				
<b>Skill Name</b>	<b>Total</b>	<b>Rank</b>	<b>Abil</b>	<b>Mod</b>
App. Sci (Astrophysics)	+13	6	Know	+7
Applied Sci (Chemestry)	+13	6	Know	+7
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)	+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 (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 (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
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 (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 (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
Use Scientific Apparatus	+13	7	Reason	+6



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

### 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 marker that allows them to activate and use Alterran (Ilumeran & Lantian) technological devices.

Furthermore, they have a technopsychic link that some Ilumeran 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	Expended
	6	0
Known		
1	Psychic Wound Transfer	2PPE
		PPE
		PPE

# Game Notes

## Additional Weapons, Tools and Items

Weapon Name			Melee Attack Progression		Damage	
Adamatine Fist			+0		1d10+3 (+4 2H)	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	-4		19-20/x2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Has spiral drove in handle, and Saerosian Emblem on pommel.					Bludgeon	5 ft.
Explosive Crossbow			+4		1d8+2d4 Fire	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0 (1d3+3 Bludgeoning)		19-20./x2; Botch 1-2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Bolts burst into flame on impact. Fire damage repeats until extinguished.					P; E(Fire)	100ft..
Pigmy Blowgun			None		1d1	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0		20/x2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Darts always do 1HP damage, but may be tipped with poison.					P	50 ft.
Forge Hammer			+1		1d6+3	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+1	+0	+0	-3		19-20/x2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Masterwork						
Bird Skull Staff			+5 (or +1/-3)		1d6+3 (or 1d6+3/1d6+3)	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+1	+0	+0	+1		19-20/x2	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Masterwork, heavy wood, inscribed with nature-glyphs.					B	5ft.
Thrown Splash Weapon/Grenade			+4 Touch; No save.		Varies	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+4		20/	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
If used as touch, you must save vs. splash damage with a -4 penalty.					E/P	10 ft.
Weapon Name			Melee Attack Progression		Damage	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0		+0	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Weapon Name			Melee Attack Progression		Damage	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0		20/	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Weapon Name			Melee Attack Progression		Damage	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0		20/	
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Weapon Name			Melee Attack Progression		Damage	
Attack B	Damage B	Special B	Ranged Attack Progression		Crit Range / Multiplier	
+0	+0	+0	+0		20/	
Other Properties (Masterwork / Magical / Psionic)					Type	Range

AG Energy	Total	Expended
	8	0
<b>Additional Circles Developed</b>		
<b>Circle Degrees Understood</b>		
1	1 <sup>st</sup> Degree	1AGP
2	2 <sup>nd</sup> Degree	2AGP
0		0AGP
0		0AGP