

<b>Name</b> Shay Talix Seroa					<b>20</b>	<b>20</b>	
<b>Abilities</b>							
<b>Score</b>		<b>Modifier</b>		<b>HP</b>	<b>Alt HP</b>	<b>Dam.</b>	
<b>Strength</b>	15	15	+2	+2	<b>Classes</b>		
Muscle	16	16	+3	+3	Wild Mage		
Stamina	14	14	+2	+2			
<b>Dexterity</b>	15	15	+2	+2	<b>Levels</b>		
Aim	16	16	+3	+3	2		
Balance	14	14	+2	+2			
<b>Constitution</b>	15	15	+2	+2	<b>Experience Points</b>		
Health	14	14	+2	+2	<b>Total:</b>		
Fitness	16	16	+3	+3	<b>To next Level:</b>		
<b>Mobility</b>	12	12	+1	+1	<b>Level Adjustments</b>		
Speed	14	14	+2	+2	<b>Racial:</b>		
Movement	10	10	+0	+0	<b>Special:</b>		
<b>Intelligence</b>	16	16	+3	+3	<b>TAINT</b>		
Knowledge	16	16	+3	+3	Corruption:	Depravity:	
Reasoning	16	16	+3	+3	0	1	
<b>Wisdom</b>	16	16	+3	+3	<b>Sanity:</b>	50/8	
Intuition	14	14	+2	+2	<b>Insanity:</b>	0 ±0	
Willpower	18	18	+4	+4	<b>Affinities</b>		
<b>Charisma</b>	18	18	+4	+4	Psychic	Mystic	
Influence	20	20	+5	+5	<b>02%</b>	<b>96%</b>	
Phys. Beauty	16	16	+3	+3			
<b>Fëa</b>	18	18	+4	+4			
Soul	18	18	+4	+4			
Luck	18	18	+4	+4			

<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>
+0	+3	+0	+0	+0	+3
<b>Base</b>	<b>Aim</b>	<b>Size</b>	<b>Misc / Epic</b>	<b>Base Bonus</b>	<b>Base Ranged Attack Progression</b>
+0	+3	+0	+0	+0	+3

<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>
Black with white styling (triangle & Ori symbol)					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>
Spiked Chain		+3			2d4+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	-1		20/x2
<b>Other Properties (Masterwork / Magical / Psionic)</b>					<b>Type</b> <b>Range</b>
10 ft total Reach. +1 to Trip.					Peircing   5/10 ft.

<b>Weapon Name</b>		<b>Melee Attack Progression</b>			<b>Damage</b>
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Attack B</b>		<b>Crit Range / Multiplier</b>
+0	+0	+0			20/x
<b>Other Properties (Masterwork / Magical / Psionic)</b>					<b>Type</b> <b>Range</b>

<b>Psionics</b>					
<b>PPE Cost</b>	<b>Display</b>	<b>Power Name</b>			
<b>Total PPE</b>	<b>PPE Used</b>		<b>Surge Bonus</b>		
<b>0</b>					

<b>Player</b> DMPC						
	<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>	+6	+3	+3			
<b>Reflex</b>	+5	+3	+2			
<b>Will</b>	+4	+0	+4			
<b>Soul</b>	+6	+2	+4			
<b>Initiative</b>	+2		+2			

<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	
Attuned to Magic, Wild Magic, Magical Reverb	

<b>Skills</b>				
<b>Skill Name</b>	<b>Total</b>	<b>Rank</b>	<b>Abil</b>	<b>Mod</b>
Applied Sci ( )	+3	0	Know	+3
Alchemy	+3	0	Reas	+3
Appraise	+2	0	Re/Inu	+2
Assense	+7	5	Intuition	+2
Autohypnosis	+8	4	Will	+4
Balance	+2	0	Balance	+2
Bluff	+8	3	Influence	+5
Bureaucracy (cc)	+5	0	Inf+Soc	+5+0
Climb	+2	0	Mus/Bal	+2
Concentration	+7	3	Will	+4
Craft ( )	+0	0	Varies	+0
Craft ( )	+3	0	Reas	+3
Decipher Script	+2	0	Inu/Rea	+2
Diplomacy	+8	3	Inf+Soc	+5+0
Disable Device	+2	0	Inu/Dex	+2
Disguise	+4	0	Inf/Rea	+4
Engineering	+3	0	Reason	+3
Escape Artist	+2	0	Dexterity	+2
First Aid	+2	0	Inu/Kno	+2
Forgery	+3	0	Inf/Int	+3
Gather Information	+5	0	Infl	+5
Handle Animal	+5	0	Infl	+5
Hide	+2	0	Balance	+2
Intimidate	+0	0	Varies	±0
Jump	+3	0	Muscle	+3
Know. (Acra)	+8	5	Know	+3
Knowledge ( )	+3	0	Know	+3
Knowledge ( )	+3	0	Know	+3
Listen	+2	0	Intuition	+2
Move Silently	+2	0	Balance	+2
Nautical	+2	0	Intu/Reas	+2
Open Lock	+2	0	Dx/Rea	+2
Overchannel	+6	3	Con/Inf	+3
Perform ( )	+0	0	Varies	+0
Profession ( )	+0	0	Vaires	+0
Psicraft	+3	0	Reason	+3
Read Lips	+2	0	Intuition	+2
Ride	+2	0	Balance	+2
Sery	+3	0	Reason	+3
Search	+3	0	Reason	+3
Sense Motive	+5	3	Intuition	+2
Slight of Hand	+2	0	Dexterity	+2
Spellcraft	+11	5	Inf+Con	+5+1
Spot	+2	0	Intuition	+2
Survival	+2	0	Intu/Kno	+2
Swim	+2	0	Stam/Fit	+2
Tumble	+2	0	Balance	+2
Use Magical Device	+9	4	Influence	+5
Use Psionic Device	+5	0	Influence	+5
Use Rope	+2	0	Dex/Kno	+2
Use Scientific Apparatus	+3	0	Reason	+3



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

### MPE = Mystic Potential Energy

Each spell requires the expenditure of MPE points. A 1<sup>st</sup> degree spell requires two AGE point, whereas each successive degree doubles this cost (e.g. 2<sup>nd</sup> Degree = 4, Third Degree = 8). Cantrips require 1MPE only.

### wild slots

Each day you may attempt to cast spells of any kind, even those which you do not know, within certain restrictions. In addition to your MPE, you gain Wild Magic slots, which you may use to cast any spell on your spell list. To do so, you must roll a spellcraft check = DC15+Spell Degree. If the check is successful, then the spell is cast. Using this ability is a full-round action. You may do this as many times a day as you have wild slots. Each slot may only be used to cast its appropriate (or lower) degree of spell.

### Magical Reverb: 36%

Magical reverb = 30% + 3%/level of normal spell. Currently: 36%; Max 90% at Level 20.

MP Energy	Total	Expended
	12	0
Spells Known		
0	Prestidigitation	
0	Create Water	
0	Cure Minor Wounds	
0	Amanuensis	
0	Mending	
0	Silent Portal (WnO)	
0	Mage Hand	
1	Cure Light Wounds	
1	True Strike	
1	Disguise Self	
1	Charm Person	
1	Scholar's Touch	
1	Orb of Electricity, Lesser	
2	Weakening	
Spells Understood		
0	Cantrip	1MPE
1	1 <sup>st</sup> Degree	2MGP
2	2 <sup>nd</sup> Degree	4MGP
Wild Slots		
0	Cantrip	2/Day
1	1 <sup>st</sup> Degree	1/Day

### Additional Weapons, Tools and Items

Weapon Name				Melee Attack Progression		Damage	
Thrown Splash Weapon/Grenade				+3 Touch; No save.		Varies	
Attack B	Damage B	Special B	Ranged Attack Progression			Crit Range / Multiplier	
+0	+0	+0	+3			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				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				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	Attack B			Damage B	
+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

## Game Notes

**MP**  
Energy

**Total**  
**12**

**Expended**  
**0**

### Additional Spells Known


### Special Spells
