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ATTEN STATE				CHAR	ACTERIS	TICS			
W	EAPON SKILL B		STRENGTH	Toughness	AGILITY	Intelligence	Perception	WILLPOWER	FELLOWSHIP
2	(WS)	(BS)	(S)	(T)	(AG)	(Int)	(Per)	(WP)	(FEL)
Cha			Characteristic Advances	Characteristic raranees	aracteristic Advances	Characteristic Advances	Characteristic Advances	Characteristic Advances	
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			. e		SKILLS	-	1		- P
			Trained +10% +20%			Basic Trained +10% +20%			Basic Trained +10% +20%
Acr	obatics (Ag)			Evaluate		• 0 0 0	Scrutiny (Per)		
Awa	areness (Per)			Forbidden Lore (In	t) [†]		Search (Per)		• O O O
-	ter (Fel)			A			Secret Tongue	(Int) [†]	
	ther (Fel)							Contract to	
10.75 March 1997	rouse (T)				Edhin Ed		-		
10000	arm (Fel)			Gamble (Int)	400			1 1 1 1 1 1 1 1 1	
	em-Use (Int)			Inquiry (Fel)			Security (Ag)	1	
Cip	ohers (Int) [†]	The state of the s		Interrogation (WP)	Water Street		Shadowing (A	-,	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	STORY OF THE REAL PROPERTY.	-		Intimidate (S) Invocation (WP)	Respondence of		Silent Move (A Sleight of Han	C)	
Clin	mb (S)			Lip Reading (Per)	Jeen Wall		Speak Languag		
10000	mmand (Fel)			Literacy (Int)			Speak Languag		0000
	mmon Lore (Int)			Logic (Int)		• 0 0 0			
-				Medicae (Int)			1/4	SO ITS EST	_ 0 0 0 0
港		[Navigation (Int)†			Survival (Int)		
1				Performer (Fel)†			Swim (S)		• 0 0 0
-	ncealment (Ag)						Tech-Use (Int)		
	ntortionist (Ag)						Tracking (Int)		
	ceive (Fel)			Pilot (Ag) [†]			Trade (Int)†		
-	molition (Int) guise (Fel)			A VIEW IN THE REAL PROPERTY.			100000000000000000000000000000000000000		
1000	dge (Ag)			Psyniscience (Per)				1/10	
-	ve (Ag) [†]			Scholasic Lore (Int			Wrangling (Int		
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100						0000			MA DE LA SOLITON
† Th	nis skill group may	encompass multir	ole skills	A	RMOUR				
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[F	TOTAL WOUND		RENT	120	(1-10)			OINTS	
	IOIAL WOUND		JNDS		Turno.				
				RIGHT ARM	Type:	LEFT ARM	DISORDERS		
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				(71-85)	(86	5-00)	THE PLANT		
17.50				Type:	Туре:		THE SEA	MOVEM	ENT
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CHARACTERISTICS WEAPON SKILL BALLISTIC SKILL STRENGTH **Toughness** AGILITY INTELLIGENCE PERCEPTION WILLPOWER FELLOWSHIP (FEL) (WS) (BS) (S) (T) (AG) (INT) (PER) (WP) RANGED WEAPONS MELEE WEAPONS NAME NAME CLASS DAMAGE TYPE PEN CLASS DAMAGE TYPE PEN ROF CLIP RLD SPECIAL RULES RANGE SPECIAL RULES NAME CLASS DAMAGE TYPE PEN NAME SPECIAL RULES CLASS DAMAGE TYPE RANCE ROF CLIP RID SPECIAL RULES CLASS DAMAGE TYPE PEN SPECIAL RULES NAME CLASS DAMAGE TYPE PFN NAME RANGE ROF CLIP RLD CLASS DAMAGE TYPE PEN SPECIAL RULES SPECIAL RULES TALENTS AND TRAITS **GEAR** HOMEWORLD / BACKGROUND ADVANCES TALENTS AND TRAITS Weapon Training Talents ☐ Basic Weapon Training (Bolt) ☐ Pistol Training (Bolt) ☐ Melee Weapon Training (Primitive) ☐ Basic Weapon Training (Flame) ☐ Pistol Training (Flame) ☐ Melee Weapon Training (Chain) ☐ Basic Weapon Training (Las ☐ Pistol Training (Las) ☐ Melee Weapon Training (Shock) ☐ Basic Weapon Training (Launcher) ☐ Pistol Training (Launcher) ☐ Melee Weapon Training (Power) ☐ Basic Weapon Training (Melta) ☐ Pistol Training (Melta) ☐ Exotic Weapon Training (☐ Basic Weapon Training (Plasma) ☐ Pistol Training (Plasma) ☐ Exotic Weapon Training ☐ Basic Weapon Training (Primitive) ☐ Pistol Training (Primitive) ☐ Exotic Weapon Training ☐ Basic Weapon Training (SP) ☐ Pistol Training (SP) ☐ Exotic Weapon Training

	CHARACTER	RISTICS		7	The state of the s
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				18 J. C.	
RANK 2 ADVANCES	100	RANK 6 ADVA	NCES		
ADVANCE COST ADVANCE	COST	ADVANCE	COST A	ADVANCE	COST
RANK 3 ADVANCES		RANK 7 ADVA	NCES		
ADVANCE COST ADVANCE			COST A	ADVANCE	COST
				5811	
RANK 4 ADVANCES		RANK 8 ADVA	NCES		
ADVANCE COST ADVANCE	COST	ADVANCE	COST A	ADVANCE	COST
ELITE ADVANCES				Heisi	
ELITE ADVANCES ADVANCE COST ADVANCE	COST	TOTAL EXPERIEN	ICE	SPER	

PSYCHIC POWERS

Psy Rating____

Psychic Discipline_

ШІП	OR PSYCHIC F	POWERS		
	Name	Threshold	Focus	Sustain
	Call Creatures	9	Full	No
	Call Item	5	Half	No
	Chameleon	7	Half	Yes
	Déjà vu	8	Half	No
	Distort Vision	8	Free	No
	Dull Pain	8	Half	No
	Fearful Aura	7	Full	Yes
	Flash Bang	6	Half	No
	Float	8	Half	Yes
	Forget Me	6	Half	No
	Healer	7	Full	No
	Inflict Pain	8	Half	Yes
	Inspiring Aura	6	Full	Yes
	Knack	7	Half	No
	Lucky	6	Half	No
	Precognition	6	Half	Yes
	Psychic Stench	5	Half	No
	Resist Possession	6	Reaction	No
	Sense Presence	7	Half	Yes
	Spasm	7	Half	No
	Spectral Hands	10	Full	No
	Staunch Bleeding	8	Half	No
	Torch	5	Half	Yes
	Touch of Madness	11	Full	No
	Trick	5	Half	Yes
	Unnatural Aim	8	Half	No
	Wall Walk	8	Half	Yes
	Warp Howl	8	Full	No
	Weaken Veil	9	Full	Yes
	Weapon Jinx	8	Full	No
	White Noise	8	Full	Yes
	Wither	6	Full	No
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POWER		
THRESHOLD	FOCUS TIME	
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DESCRIPTION		

POWER		
THRESHOLD	FOCUS TIME	
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PSYCHIC POWERS

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POWER	POWER
THRESHOLD FOCUS TIME	THRESHOLD FOCUS TIME
SUSTAINED RANGE DESCRIPTION	SUSTAINED RANGE
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