

Name Zath (Z47H)				18		23	
Abilities							
				S.D.C.		Hit Points	
IQ	16	Physical Beauty	16	O.C.C./R.C.C.			
Ment. Endurance	22	Speed	31	Technowizard			
Men. Affinity	11			Class Levels			
Phys. Strength	18	ISP	45	10	2		
Phys. Prowess	13			Experience Points			
Phys. Endurance	12	PPE	94	16	5,600	9,201	

Base Melee Attack Scores					
Base	Strength	Parry/Dodge	Misc / Epic	Base Bonus	Base Melee Attack Progression
	+3 DMG	+3			

Base Ranged Attack Scores					
Base	Dexterity	Size	Misc / Epic	Base Bonus	Base Melee Attack Progression

Armor, Shields & Other Protection					
Armor Name	MDC	Weight	Prowl	Misc	
Urban Armour	50	12 Lbs			
Other Properties (Masterwork / Magical / Psionic)					
180 MCD (10 PPE)+ Chameleon (6 PPE) + Imp to Energy (20 PPE); 36PPE/chg					
Notes		MDC	Weight	Misc	
Enchanted @ Nexus					
Durations				Size	
Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes.					
Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural

Weapons						
Weapon Name			Melee Attack Progression		Damage	
NG-57Z Power Pistol			Lightning/Fire		5d6x3/6d6	
Attack B	Damage B	Special B	Ranged Attack Progression			
			6 shots/10 shots			
Other Properties (Masterwork / Magical / Psionic)					Type	Range
Lightning= 20 PPE/chg; Fire=16 PPE/chg						500/12k

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

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

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

Notes & Other Important Information					
Collected all data ad programs from Bensenbaum facility					
+3 to hand to thand combat damage; +3 Parrey/dodge.					

Player	Doc (Ryan)			
Armor	Type	MDC	WT	Prowl
	Urban	50	12	-

Saves	Lethal	Subdual	Spell	Ritual
Poison	14	16		
Drugs	15			
Insanity	16			
Psionics	16			
Magic			12	16
Horror	+2			

PSI Points	Power Name
4	Mind Block (10m/lvl)
2	Speed Reading (3m/lvl)
2 or 3	Total Recall (Store or Retrieve)
10	Telemechanics (10m/lvl) 5ft range

PPE Points	Spell Name
1	Blinding Flash
2	Globe of Daylight
5	Ignite Fire
5	Fuel Fire
1	Fire Bolt
15	Call Lightning
5	Energy Bolt
10	Energy Field
20	Impervious to Energy
6	Telekinesis
10	Charismatic Aura
6	Chameleon
10	Armor of Ithan
4	Sense Magic
4	Thunderclap

Skill Name	Skill%	%/lvl
Arcane Theory	25	+5
Archaeology	30	+5
Art	45	+5
Auto mechanics	35	+5
Basic Electronics	45	+5
Buraecracy	30	+5
Carpentry	35	+5
Chemistry	40	+5
Chemistry (Analytical)	35	+5
Computer Operation	55	+5
Computer Programming	35	+5
Computer Repair	35	+5
Electrical Engineer	35	+5
Land Navigation	41	+5
Literacy (North American)	40	+5
Lore (Demons & Monsters)	35	+5
Lore (Faerie)	35	+5
Math (Basic)	65	+5
Mechanical Engineer	25	+5
Pilot Jet Aircraft	40	+4
Pilot Motorcycle	60	+4
Play Musical Instr. (Guitar)	35	+5
Read (Basic)	60	+5
Read Sensory Equipment	40	+5
Robot Electronics	35	+5
Robotics Mechanics	20	+5

