

8 Name Zath (Z47H)				18		23	
<i>Abilities</i>				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	1d4+1	2		
Phys. Prowess	13			Experience Points			
Phys. Endurance	12	PPE	94	2d6	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			
<i>Other Properties (Masterwork / Magical / Psionic)</i>					
180 MCD (10 PPE)+ Chameleon (6 PPE) + Imp to Energy (20 PPE); 36PPE/chg					
<i>Notes</i>		MDC	Weight	Misc	
Enchanted @ Nexus					
<i>Durations</i>					
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		
<i>Other Properties (Masterwork / Magical / Psionic)</i>				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		
<i>Other Properties (Masterwork / Magical / Psionic)</i>				Type	Range

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

Psionics				
ISP Cost	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			
12	Machine Ghost			
6	Object Read			
Total ISP		ISP Used		
45				
		Total PPE		PPE Used
		94		

Notes & Other Important Information
 Collected all data and programs from Bensenbaum facility
 +3 to hand to hand combat damage; +3 Parry/dodge.
Recover PPE:: 4/hr of sleep. 8/Hr of Meditation.

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

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

PPE Points	Spell Name
1	Blinding Flash
2	Globe of Daylight
5	Ignite Fire
5	Fuel Fire
7	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
5	Breathe Without Air
6	Cloak of Darkness
10	Deflect
8	Electric Arc
10	Fireball
5	Fuel Flame
15	Fly
25	Forcebonds
5	Impervious to Fire
7	Magic Net
4	See the Invisible
10	Shadow Meld
6	Magic Shield
10	Superhuman Strength

Skill Name	T%	%/lvl	B%
Arcane Theory	30	+5	25
Archaeology	35	+5	30
Art	50	+5	45
Auto mechanics	40	+5	35
Basic Electronics	50	+5	45
Buraecracy	35	+5	30
Carpentry	40	+5	35
Chemistry	45	+5	40
Chemistry (Analytical)	40	+5	35
Computer Operation	60	+5	55
Computer Programming	40	+5	35
Computer Repair	40	+5	35
Electrical Engineer	40	+5	35
Land Navigation	46	+5	41
Literacy (North American)	45	+5	40
Lore (Demons & Monsters)	40	+5	35
Lore (Faerie)	40	+5	35
Math (Basic)	70	+5	65
Mechanical Engineer	30	+5	25
Pilot Jet Aircraft	44	+4	40
Pilot Motorcycle	64	+4	60
Play Musical Instr. (Guitar)	40	+5	35
Read (Basic)	65	+5	60
Read Sensory Equipment	45	+5	40
Robot Electronics	40	+5	35
Robotics Mechanics	25	+5	20
TWD Construction	72	+2	70

