

<b>8 Name Zath (Z47H)</b>				<b>18</b>		<b>23</b>	
<i>Abilities</i>							
				<b>S.D.C.</b>		<b>Hit Points</b>	
<b>IQ</b>	16	<b>Physical Beauty</b>	16	<b>O.C.C./R.C.C.</b>			
<b>Ment. Endurance</b>	22	<b>Speed</b>	31	Technowizard			
<b>Men. Affinity</b>	11			<b>Class Levels</b>			
<b>Phys. Strength</b>	18	<b>ISP</b>	50	1d4+1	2		
<b>Phys. Prowess</b>	13			<b>Experience Points</b>			
<b>Phys. Endurance</b>	12	<b>PPE</b>	94	2d6	5,600	9,201	

<b>Base Melee Attack Scores</b>					
Base	Strength	Parry/Dodge	Misc / Epic	Base Bonus	Base Melee Attack Progression
	+3 DMG	+3			
<b>Base Ranged Attack Scores</b>					
Base	Dexterity	Size	Misc / Epic	Base Bonus	Base Melee Attack Progression

<b>Armor, Shields &amp; Other Protection</b>					
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>		<i>MDC</i>	<i>Weight</i>	<i>Misc</i>	
Enchanted @ Nexus					
<i>Durations</i>				<i>Size</i>	
Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes.					
Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural

<b>Weapons</b>						
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>					<i>Type</i>	<i>Range</i>
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>					<i>Type</i>	<i>Range</i>

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>					<i>Type</i>	<i>Range</i>

<b>Psionics</b>					
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		Total PPE	PPE Used
<b>45</b>				<b>94</b>	

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

<b>Player Doc (Ryan)</b>				
Armor	Type	MDC	WT	Prowl
	Urban	50	12	-
Saves	Lethal	Subdual	Spell	Ritual
		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
8	Eyes of Thoth
12	Tongues
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 / Lore	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

