

Name (Z478) Br. Gen. Jack O'Niell				18		23	
Abilities							
				S.D.C.		Hit Points	
IQ	18	Physical Beauty	20	O.C.C./R.C.C.			
Ment. Endurance	22	Speed	31	Technowizard			
Men. Affinity	11			Class Levels			
Phys. Strength	18	ISP	50	1d4+1	2		
Phys. Prowess	13			Experience Points			
Phys. Endurance	12	PPE	94	2d6	8,600	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)				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)				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	Total PPE	PPE Used	
45		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.				

	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
10	Armor of Ithan
1	Blinding Flash
5	Breathe Without Air
15	Call Lightning
6	Chameleon
10	Charismatic Aura
6	Cloak of Darkness
6	Concealment
10	Deflect
8	Electric Arc
5	Energy Bolt
10	Energy Field
8	Eyes of Thoth
5	Fear
7	Fire Bolt
10	Fireball
5	Float in Air
15	Fly
25	Forcebonds
5	Fuel Fire
5	Fuel Flame
2	Globe of Daylight
5	Ignite Fire
20	Impervious to Energy
5	Impervious to Fire
5	Levitation
7	Magic Net
6	Magic Shield
5	Mystic Alarm
5	Negate Poison
4	See the Invisible
4	Sense Magic
10	Shadow Meld
10	Superhuman Strength
6	Swim as Fish
500	Talisman
6	Telekinesis
4	Thunderclap
12	Tongues

Skill Name +3% to all	T%	L%	IQ	B+%	Ba%
Arcane Theory / Lore	44	+5	+4	+10	25
Archaeology	49	+5	+4	+10	30
Auto mechanics	44	+5	+4	+10	25
Basic Electronics	54	+5	+4	+15	30
Bureaucracy	39	+5	+4		30
Carpentry	44	+5	+4	+10	25
Chemistry	49	+5	+4	+10	30
Chemistry (Analytical)	44	+5	+4	+10	25
Computer Operation	54	+5	+4	+5	40
Computer Programming	44	+5	+4	+5	30
Computer Repair	49	+5	+4	+10	30
Cybernetics	44	+5	+4	+10	25
Electrical Engineer	54	+5	+4	+10	35
Land Navigation	50	+5	+4	+5	36
Literacy (North American)	59	+5	+4	+10	40
Lore (Demons & Monsters)	44	+5	+4	+10	25
Lore (Faerie)	44	+5	+4	+10	25
Math (Basic)	74	+5	+4	+20	45
Mechanical Engineer	54	+5	+4	+20	25
Pilot Jet Fighters	53	+4	+4	+5	40
Pilot Motorcycle	73	+4	+4	+5	60
Pilot Robot/Power Armor	68	+3	+4	+5	56
Pilot TWD Device	80	+2	+4		74
Play Musical Instr. (Guitar)	44	+5	+4		35
Radio (Basic)	64	+5	+4	+10	45
Read Sensory Equipment	49	+5	+4	+10	30
Robot Electronics	49	+5	+4	+10	30
Robotics Mechanics	39	+5	+4	+10	20
TWD Construction	86	+2	+4	+10	70

