

Name (Z478) Br. Gen. Jack O'Niell		29	33
Abilities			
IQ 18		Physical Beauty 20	
Ment. Endurance 22		Speed 31	
Men. Affinity 11			
Phys. Stregnth 18		ISP 55	1d4
Phys. Prowess 13			
Phys. Endurance 12		PPE 104	2d6
		9,450	18,401

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)				Size
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

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

Weapons		
Weapon Name	Melee Attack Progression	Damage
Attack B	Damage B	Special B
Other Properties (Masterwork / Magical / Psionic)		Type
		Range

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Weapon Name	Melee Attack Progression	Damage
Attack B	Damage B	Special B
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
50	Telemechanic Poesession (2min/Level; 8 minutes/32 melees @ 40 feet max.
Total ISP	ISP Used
55	
Total PPE	PPE Used
104	

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.	

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
12	Energize Spell
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	54	+5	+4	+10	25
Archaeology	59	+5	+4	+10	30
Astronomy/Nav (@L3)	49	+5	+4	+10	30
Auto mechanics	54	+5	+4	+10	25
Basic Electronics	64	+5	+4	+15	30
Bureaucracy	49	+5	+4		30
Carpentry	54	+5	+4	+10	25
Chemistry	59	+5	+4	+10	30
Chemistry (Analytical)	54	+5	+4	+10	25
Computer Operation	64	+5	+4	+5	40
Computer Programming	54	+5	+4	+5	30
Computer Repair	59	+5	+4	+10	30
Cybernetics	54	+5	+4	+10	25
Electrical Engineer	64	+5	+4	+10	35
Land Navigation	60	+5	+4	+5	36
Literacy (North American)	69	+5	+4	+10	40
Lore (Demons & Monsters)	54	+5	+4	+10	25
Lore (Faerie)	54	+5	+4	+10	25
Math (Basic)	84	+5	+4	+20	45
Math (Advanced)	74	+5	+4	+10	45
Mechanical Engineer	64	+5	+4	+20	25
Pilot Jet Fighters	61	+4	+4	+5	40
Pilot Motorcycle	81	+4	+4	+5	60
Pilot Robot/Power Armor	74	+3	+4	+5	56
Pilot TWD Device	84	+2	+4		74
Play Musical Instr. (Guitar)	54	+5	+4		35
Radio (Basic)	74	+5	+4	+10	45
Read Sensory Equipment	59	+5	+4	+10	30
Robot Electronics	59	+5	+4	+10	30
Robotics Mechanics	49	+5	+4	+10	20
TWD Construction	90	+2	+4	+10	70
Weapons Engineering (@3)	44	+5	+4	+10	25

