

Hero's Name: Prof. Gerard Peppin**Player's Name:** Tim**Species:** Human**Profession:** Diplomat (Mindwalker)**Gender:** Male**Career:** Borealin Ambassador**Attributes:** Discovery, Worldly, Curious, Lazy**Last Resorts:** 2 qq**Setting:** Star Drive**GameMaster:** Paul**Last Resort Cost:** 2

ABILITY	Score	Untrained	Res Mod	ACTION CHECK SCORE			
Strength	7	3	+0	Marginal	Ordinary	Good	Amazing
Dexterity	9	4	+0	13+	12	6	3
Constitution	11	5		DIE	+d0	Actions Per Round	2
Intelligence	14	7	+2	COMBAT MOVEMENT RATES			
Will	10	5	+0	Sprint	16	Run	10
Personality	12	6		Easy Swim	2	Swim	4
				Glide	-	Fly	-

DURABILITY							
Stun	11	qqqqqqqqqq		Fatigue	6	qqqqqq	
Wound	11	qqqqqqqqqq		Mortal	6	qqqqqq	

ARMOR	LI	HI	En	AP	Score	Die	Tough	Mass	Hide
CF softsuit	d6	d6	d6-1	0	-	-	O	3	+4

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage	Hide	Clip Size	Mass
Unarmed	3/1/0	+d4	LI/O	Personal	d4s/d4+1s/d4+2s	-	-	-
Pistol, stutter	10/5/2	+d0	LI/O	6/12/30	d6+2s/d8+2s/d8+4s	2	10	1

Bonus	SITUATION DIE STEPS SCALE										Penalty	
-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7
-d20	-d12	-d8	-d6	-d4	+d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20

ACHIEVEMENT TRACK					Skill Points Spent: 40										Stored: 0				
n	n	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q
Hero's Level				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FLAWS**PERKS**

Filthy Rich 6

Delicate 3

Oblivious 4

Infamy 4

STR Skills	Rank	Score	Die	INT Skills	Rank	Score	Die
Athletics		[7 / 3 / 1]	+d4	Knowledge		[14 / 7 / 3]	+d4
DEX Skills	Rank	Score	Die	Computer Operation	1	[15 / 7 / 3]	+d0
Modern Ranged Weapons		[9 / 4 / 2]	+d4	Psionics	1	[15 / 7 / 3]	+d0
Pistol	1	[10 / 5 / 2]	+d0	Law		[14 / 7 / 3]	+d4
Vehicle Operation		[9 / 4 / 2]	+d4	Medical Science		[14 / 7 / 3]	+d4
Scout	1	[10 / 5 / 2]	+d0	Clicks	1	[15 / 7 / 3]	+d0
CON Skills	Rank	Score	Die	Surgery	1	[15 / 7 / 3]	+d0

Stamina	[11 / 5 / 2] +d4	Treatment	1	[15 / 7 / 3] +d0
WIL Skills				
Administration				[10 / 5 / 2] +d4
<i>Bureaucracy</i>	1			[11 / 5 / 2] +d0
Awareness				[10 / 5 / 2] +d4
<i>Perception</i>	1			[11 / 5 / 2] +d4
Resolve				[10 / 5 / 2] +d4
<i>Mental Resolve</i>	1			[11 / 5 / 2] +d0
PER Skills				
Culture				[12 / 6 / 3] +d4
<i>Diplomacy</i>	2			[14 / 7 / 3] +d0
<i>Etiquette (Celebrities)</i>	1			[13 / 6 / 3] +d0
<i>First Contact</i>	1			[13 / 6 / 3] +d0
Deception				[12 / 6 / 3] +d4
<i>Bluff</i>	2			[14 / 7 / 3] +d0
Interaction				[12 / 6 / 3] +d4
<i>Charm</i>	1			[13 / 6 / 3] +d0

PSIONIC SKILLS**Energy:** 5 qqqqq

CON Skills	Rank	Score	Die	WIL Skills	Rank	Score	Die
Biokinesis				PER Skills			
<i>Heal</i>	2	[13 / 6 / 3]	+d0				
<i>Transfer Damage</i>	1	[12 / 6 / 3]	+d0				
INT Skills	Rank	Score	Die				
ESP							
<i>Empathy</i>	1	[15 / 7 / 3]	+d0				
<i>Postcognition</i>	1	[15 / 7 / 3]	+d0				
<i>Psychometry</i>	1	[15 / 7 / 3]	+d0				

EQUIPMENT	Mass	Qty	EQUIPMENT	Mass	Qty
Pharmaceuticals Psi-enhancer (dose)	-	1	Medical scanner	10	1
Life support pack	3	1			

CHARACTER NOTES

Diplomat Action Check Increase: action check score increased by 1

Diplomat Contacts or Resources: starts game with either Contacts or Resources as in GM Guide

Diplomat Secondary Profession: skill cost bonus for secondary profession

Human 5 point skill bonus

Human 1 extra broad skill bonus

Oblivious Flaw: +1 step penalty to Awareness-Perception skill checks

PER Increase 1 Achievement

Borealin Citizen: starts with a moderate (+4) Obsessed flaw

Borealin Citizen: +1 to INT for free

Borealin Citizen: INT max of 15

INT Increase 1 Achievement

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