

Name: Peppin **Gender:** Male
Species: Human **Nationality:** Borealin
Profession: Mind Walker **Career:** Diplomat
Level: 12 **XP:** 123 (2 of 17 to level)

Ability	Strength	Dexterity	Constitution	Intelligence	Will	Personality
Score	7	9	12	15	12	10
Untrained	3	4	6	7	6	5
Res. Mod.	+0	+0		+3	+1	

Action Check: 13/6/3

Actions per Round: 3

Movement: 16/10/4

Stun: 12 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Wound: 12 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Fatigue: 6 ☐☐☐☐☐☐
 Mortal: 6 ☐☐☐☐☐☐

Armor	L.I.	H.I.	En.	AP	Score	Die	Tough	Mass	Hide
CF Softsuit	d6	d6	d6-1	0			0	3	+4

Attack	Score	Base Die	Type	Range	Damage	Hide	Clip	Size	Mass
Unarmed	3/1/0	+d4	LI/O	Personal	d4s	d4+1s	d4+2s		
Stutter Pistol	10/5/2	+d0	LI/O	6/12/30	d6+2s	d8+2s	d8+4s	2	10
								1	

Human benefits

- Skill Bonus

Borealin benefits

- Intelligence increased by 1; max 15
- Obsession (4)

Mindwalker benefits

- Action Check: +1
- Situation Bonus: -d4 bonus on ESP

Perks

- Celebrity
- Filthy Rich

Flaws

- Delicate
 - Take 1 stun by making unarmed attack
- Infamy: known deviant
 - moderate sized area of the campaign
 - +2 penalty on Personality skills
- Oblivious
 - +1 penalty on Awareness/Perception

Achievements

- Will increased by 1
- Intelligence increased by 2
- Constitution increased by 1

STR skills

- Athletics [7/3/1]

DEX skills

- Modern Ranged Weapons [9/4/2]
 - Pistol [10/5/2]
- Vehicle Operation [9/4/2]
 - Scout [10/5/2]

CON skills

- Stamina [11/5/2]

INT skills

- Knowledge [15/7/3]
 - Computer Operation [16/8/4]
 - Psionics [16/8/4]
- Law [15/7/3]
- Medical Science [15/7/3]
 - Clicks [16/8/4]
 - Surgery [16/8/4]
 - Treatment [16/8/4]

WIL skills

- Administration [12/6/3]
 - Bureaucracy [13/6/3]
- Awareness [12/6/3]
 - Perception [13/6/3]
- Resolve [12/6/3]
 - Mental Resolve [13/6/3]

PER skills

- Culture [10/5/2]
 - Diplomacy [11/5/2]
 - First Contact [11/5/2]
- Deception [10/5/2]
 - Bluff [11/5/2]
- Interaction [10/5/2]
 - Charm [11/5/2]

Biokinesis - [11/5/2]

- Intangibility [16/8/4]
 - one phase per psi point, move through objects at walk speed
- Heal [13/6/3]
 - Ordinary, 1 wound point; Good, 2 wound points; Amazing, 3 wound points
 - Need 6 ranks to heal mortal
- Rejuvenate [13/6/3]
 - heal 2/4/6 stun points
- Transfer Damage [13/6/3]
 - Ordinary, 1 wound point; Good, 2 wound points; Amazing, 3 wound points

ESP - [14/7/3]

- Battle Mind [16/8/4]
 - *Extended Duration*
 - Action check modifier: Ordinary, -1; Good, -2; Amazing, -3
- Clairaudience [16/8/4]
 - Ordinary, 1 round; Good, 2 rounds, Amazing, 3 rounds
- Clairvoyance [16/8/4]
 - Ordinary, 1 round; Good, 2 rounds, Amazing, 3 rounds
- Empathy [16/8/4]
 - Know if target is Combative, Hostile, Neutral, Friendly, Charmed, or Fanatic
 - Encounter skill modifier: Ordinary, -1; Good, -2; Amazing, -3
- Mind Reading [21/10/5]
 - Ordinary: 2 rounds, random images
 - Good: 3 rounds, target's interest
 - Amazing: 4 rounds, surface thoughts
 - Probe: (rank 6 benefit)
- Postcognition [16/8/4]
 - Ordinary, general emotions left behind; Good, brief flashes of events; Amazing, relive a brief encounter
- Psychometry [16/8/4]
 - Ordinary, simple associated emotions; Good, simple associated images; Amazing, relive a moment in the object's past as its owner