

Name: Peppin **Gender:** Male
Species: Human **Nationality:** Borealin
Profession: Mind Walker **Career:** Diplomat
Level: 8 **XP:** 4

Ability	Strength	Dexterity	Constitution	Intelligence	Will	Personality
Score	7	9	11	14	12	10
Untrained	3	4	5	7	6	5
Res. Mod.	+0	+0		+2	+1	

Action Check: 13/6/3

Actions per Round: 2

Movement: 16/10/4

Stun: 11 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Wound: 11 ☐☐☐☐☐☐☐☐☐☐☐☐☐
 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 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 [14/7/3]
 - Computer Operation [15/7/3]
 - Psionics [15/7/3]
- Law [14/7/3]
- Medical Science [14/7/3]
 - Clicks [15/7/3]

- **Biokinesis - [11/5/2]**
- Heal [12/6/3]
 - Ordinary, 1 wound point; Good, 2 wound points; Amazing, 3 wound points
 - Need 6 ranks to heal mortal
- Transfer Damage [12/6/3]
 - Ordinary, 1 wound point; Good, 2 wound points; Amazing, 3 wound points

- **ESP - [14/7/3]**
- Battle Mind [15/7/3]
 - *Extended Duration*
 - Action check modifier: Ordinary, -1; Good, -2; Amazing, -3
- Clairaudience [15/7/3]
 - Ordinary, 1 round; Good, 2 rounds, Amazing, 3 rounds
- Clairvoyance [15/7/3]
 - Ordinary, 1 round; Good, 2 rounds, Amazing, 3 rounds

- Surgery [15/7/3]
- Treatment [15/7/3]

- **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]

- Empathy [15/7/3]
 - Know if target is Combative, Hostile, Neutral, Friendly, Charmed, or Fanatic
 - Encounter skill modifier: Ordinary, -1; Good, -2; Amazing, -3
- Mind Reading [15/7/3]
 - Ordinary, 1 round, random and disjointed images; Good, 2 rounds, what the target is thinking about; Amazing, 3 rounds, complete surface thoughts are read
- Postcognition [15/7/3]
 - Ordinary, general emotions left behind; Good, brief flashes of events; Amazing, relive a brief encounter
- Psychometry [15/7/3]
 - Ordinary, simple associated emotions; Good, simple associated images; Amazing, relive a moment in the object's past as its owner

Clairaudience / Clairvoyance range modifiers

10 meters	100 meters	1 km	10 km
-1	+0	+1	+2

100 km	1,000 km	10,000 km
+3	+4	+5

XP Log:

Session	Date	Award	Total	Track	Spent	Stored	Notes
0	Character Creation	21	21	0	21		
10	11/22/09	4	25	4	21		
11	12/06/09	4	29	8	21		
12	12/20/09	4	33	3	30		
13	01/10/10	1	34	4	30		
14	01/24/10	Abs.	Abs.	Abs.	Abs.	Abs.	
15	02/07/10	4	38	8	30		
16	02/28/10	4	42	2	40		
17	03/14/10	8	50	10	40		
18	03/28/10	3	53	2	40		
19	04/11/10	0	53	2	49		
20	04/25/10	3	56	5	49		
21	05/09/10	4	60	9	49		
22	05/23/10	0	60	9	63		
23	06/06/10	3	63	0	63		
24	06/20/10	4	67	4	63	8	