

CHARACTER INFORMATION

Character name Drey Beck
 Height 1.81 m Weight 84.00 kg
 Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign name _____
 Genre _____
 Gamemaster _____

SKILLS, PERKS, AND TALENTS

| Cost | Name | Roll |
|------|--|------|
| 3 | Bureaucratics | 12- |
| 3 | Combat Piloting | 12- |
| 2 | +1 with any single attack | |
| 3 | Cryptography | 14- |
| 3 | Electronics | 14- |
| 3 | Demolitions | 14- |
| 5 | Cramming | |
| 3 | High Society | 12- |
| 3 | Paramedics | 14- |
| 3 | Mechanics | 14- |
| 3 | Streetwise | 12- |
| 3 | Tactics | 14- |
| 1 | German: Language (basic conversation) | |
| 6 | Survival (Temperate/Subtropical, Tropical, Mountain) | 14- |
| 9 | WF: Small Arms, Blades, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Polearms and Spears, Staffs, Vehicle Weapons | |
| 10 | TF: Balloons & Zeppelins, Combat Aircraft, Equines, Helicopters, Large Planes, Large Rowed Boats, Large Wind-Powered Boats, Small Planes, Small Rowed Boats, Small Wind-Powered Boats, Two-Wheeled Motorized Ground Vehicles | |
| 10 | Psionics: KS | 21- |

73 Total Skills, Perks & Talents Cost

POWERS AND EQUIPMENT

| Cost | Name | Power/Equipment | END |
|------|---------------------------|---|-----|
| 10 | Detect Psionics-6th Sense | Detect A Single Thing 14- (Unusual Group), Increased Arc Of Perception (360 Degrees), Sense | |
| 26 | Psionics - Powers | Multipower, 60-point reserve, No Range Modifier (+1/2) (40 APs); Concentration (0 DCV; -1/2), Costs Endurance (-1/2), Extra Time (Full Phase, -1/2), Requires A Skill Roll (-1/2), Activation Roll 15- (-1/4), IIF (Mental Focus; -1/4) | |
| 9m | Molecular Manipulation | 1) Healing BODY 4d6, Can Heal Limbs (45 APs) | 4 |
| 9m | Sooth Mind | 2) Healing STUN 4d6, Can Heal Limbs (45 APs) | 4 |
| 6m | Quick Recover | 3) Healing END 4d6, Can Heal Limbs (45 APs); Self Only (-1/2) | 4 |
| 9m | Dimension Door | 4) Teleportation 12", x4 Noncombat, x8 Increased Mass (44 APs) | 4 |
| 4u | Mind Blast | 5) Ego Attack 3 1/2d6 (Human & Alien and Additional Class of Minds classes of minds) (45 APs) | 4 |
| 3u | Psycic Crush | 6) Killing Attack - Ranged 2d6, Based On EGO Combat Value (Mental Defense applies; +1) (60 APs); Cannot Use Targeting (-1/2), Beam (-1/4) | 6 |

76 Total Powers/Equipment Cost

DISADVANTAGES

| Cost | Disadvantage | Roll | Cost | Disadvantage | Roll |
|------|--|------|------|--------------|------|
| 25 | Believes in psionics: (Very Common; Total) | | | | |
| 25 | Believes in Magic: (Very Common; Total) | | | | |

50 Total Disadvantages Cost

| Name | Percep.Roll | DCV | OCV | Combat Skill | Total OCV | STR Roll | Ego Roll | Powers | Mods | Activation Roll | Skill Roll | END |
|----------------|-------------|-----|-------|--------------|-----------|----------|----------|----------------------------------|---------------|-----------------|------------|-----|
| Drey | 14 | 5 | 5 | 1 | 6 | 12 | 12 | M1 Rifle 2d6k | 1/2 range mod | na | na | na |
| | | | 5 | 1 | 6 | 12 | 14 | Colt45 2d6 | | na | na | na |
| | | | | | | | | | | | | |
| | | | | | | | | Detect Psionics | | | | 0 |
| Psionics Skill | 21 | | ECV 8 | 1 | 9 | | | Heal Body 4d6 | 2 = 1 Body | 15 | 17 | 4 |
| Psionics Skill | 21 | | ECV 8 | 1 | 9 | | | Heal Stun 4d6 | 1=1 Stun | 15 | 17 | 4 |
| Psionics Skill | 21 | | ECV 8 | 1 | 9 | | | Quick Recover 4d6 (SelfOnly) | 1=2 END | 15 | 17 | 4 |
| Psionics Skill | 21 | | ECV 8 | 1 | 9 | | | Dimention Door 12 48" | | 15 | 17 | 4 |
| Psionics Skill | 21 | | ECV 8 | 1 | 9 | | | Mind Blast 3.5d6 Stun Only vs MD | no range mod | 15 | 17 | 4 |
| Psionics Skill | 21 | | ECV 8 | 1 | 9 | | | Psycic Crush 2d6ka vs rMD | no range mod | 15 | 17 | 6 |