Name:	Mystdae/Halakhavin	fighter	artisan	priest	warlock	wizard	mystic	savant	detective (fixe	metahuman	hacker (mech	new
era:	4 gunpowder											
starting class	0 No class!											

XP: 0 Hé! Een 0e lvl character! Nou, succes!

race	3 orgy child	excentric...	
background	0	0	
bg for skillslot	0	0	
upbringing	0 Upbringing	+ benefit/skill	− disadvantages
sexe	2 vrouw		medium
voorkeur	0 voorkeur		
start campaign	250322		
first date in c	31 maart 1025	wealth start:	2
birthday	15 maart 1818		
current date	###		
leeftijd	10	1 young (<12)	
child	1		
HP:	4		
AC:	11 no ranged AC		no extra AC van Martial arts
[armor]	0	0	
Encumbrance	var / 19		
Negate penalti	0		
demigod-boost	0		
(tribe size)	108		

(tribal skills)

ability scores		ability modifiers		volgorde Myst
ST	9	[str]	-1	7
DX	13	[dex]	1	6
CN	10	[con]	0	3
IN	18	[int]	2	1
WI	10	[wis]	0	2
CH	20	[cha]	3	5
PE	14	[per]	1	4

bogoplus overpower
bogopower: 10
kale toHit: 0

skillslots en skillpoints		in use	s i b W M c
natural	8	5	5 0 0 0 0 0
free/god/stress	3	6	6 0 - 0 0 0
bought		0	0 0 - 0 0 0
magic		0	0 0 - 0 0 0
psionic	0	0	0 0 - 0 0 0
intrinsic		0	0 0 - 0 0 0
van item		0	0 0 - 0 0 0
van cyber		0	0 0 - 0 0 0
skill points	0	3	3 0 - 0 0 0
gifts		0	
meta skills		0	
harmonisation	0	0	
superpowers		0	
cyber fields		0	
cyber tracks		0	
humanity/prog	19	2	
no lifemarks	0	0	

# skills en powers	
7 skills	
no powerskills	
no weaponskills	
no martial arts skills	no martial arts
no intrinsics	
no prayers	
no spells	
no psi powers	
no forces	no prayer force
	no spell forces
	no psi forces
no gifts	no harmonisat
	no super powe
no fields	no tracks

Je mag niet voor een superpower (abil 25) rollen...
Je mag in totaal 0x voor een superpower rollen op grond van 3+ harmonisations.
Je bent een 0.

saves	
fortitude	0
reflex	1
will	0
vs fire (attacks)	
vs gaze (attacks)	
vs mind-affecting magic	
vs sleep	
vs traps	

	dam reduction	Kung fu	immune
blunt	0	0	
piercing	0		
slashing	0		
acid			
cold			
heat	0		
irritating			
lightning			
missile			
sonic			
strength	0		
subdual	0	0	

virtual ability scores		vability modifiers	
ST	8	[str]	-1
DX	10	[dex]	0
CN	9	[con]	-1
IN	11	[int]	0
WI	9	[wis]	-1
CH	12	[cha]	0
PE	10	[per]	0

Wealth lvl: 2 rich - Waar heb je het over? Niet rijk! Handig verdiend! Had iedereen kunnen doen.
Geen zorgen over geld voor vervoer

lifemarks:

2x dam on receive charge

qua	age	magic	weapons	kind (Cat)	main	off	wp	accuracy (m)	speed	att/r	toHit	dam	charging	backstab /flanking	xinfo	notes

Kung Fu stijl	AKA	skill1	skill2	speed	att/r	tohit	dam	effects	method effects	best against	worst against
no Kung hit	sucker punch			1	1	-1	1d1 subdual damage				
no Kung kick	soccer			1	1	-1	1d3 subdual damage				
no Kung bite	sucker			1	1	-1	1d2 subdual damage				

						char			
kind of armor	0 basis		helm	0	no helmet	workshop	1 available	skill/mastery info	0

skills	slots	check	rol (std)	primes	intinsics	Skill info
Alertness []	N	per+[dex]-[H]		15		fast reaction, to notice thieves, opposes stealth, sleight of hand, quickdraw
Language (common) (Engish) <3> (f)	F(F)	int-3(+3)		18		speak a language (with an accent)
Mageometry <3>	NF	per+[int]<+3>		19		calculate the physics of magic. either maximum targets, or save allies, or -4
Observation []	N	per-1-[H]		13		find traps, secret doors, see through disguises (opposed) , read lips (-12) , +1 on hunting
Read (1 – English)	F	int-2		16		read and write a language you speak
Spellcraft	NF	-		-		study magic and spellcasting (alertness, observation, brewing, gatherer)
Wandry	NF	pc+[dex]/2)		+1		wand is weapon. toHit is pc, extra evolutions -3/ev

spells / day:

int 18, [int] 2

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	Evolutions
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