

Storm-Knight



Delphi Cleared

CHA

DEX

MIND

SPI

STR



Cosm & Axioms

MAGIC SOCIAL SPIRIT TECH

Experience

Available | Spent | Life Total

DEFENSES & CONDITIONS

Movement
DEX + Mods =
Any over Move is penalty 2

Toughness
-STR + Armor =
Reduced by AP#

Unarmed Melee Dodge **Bonus**

Shock

Wounds
Each wound suffered gives a penalty of 1 to all rolls; max. 3.

Max Max

SKILLS

F	D	COMBAT SKILLS	ADDS	ATTR	VALUE
<input type="checkbox"/>	<input type="checkbox"/>	Energy Weapons		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Fire Combat		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Heavy Weapons		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Melee Weapons		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Missile Weapons		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Unarmed Combat		DEX	

F	D	INTERACTION SKILLS	ADDS	ATTR	VALUE
<input type="checkbox"/>	<input type="checkbox"/>	Intimidate		SPI	
<input type="checkbox"/>	<input type="checkbox"/>	Maneuver		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Taunt		CHA	
<input type="checkbox"/>	<input type="checkbox"/>	Trick		MIND	

F	D	SPECIAL SKILLS	ADDS	ATTR	VALUE
<input type="checkbox"/>	<input type="checkbox"/>	ALTERATION		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	APPORTATION		SPI	
<input type="checkbox"/>	<input type="checkbox"/>	CONJURATION		SPI	
<input type="checkbox"/>	<input type="checkbox"/>	DIVINATION		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Faith		SPI	
<input type="checkbox"/>	<input type="checkbox"/>	KINESIS		SPI	
<input type="checkbox"/>	<input type="checkbox"/>	PRECOGNITION		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	REALITY		SPI	
<input type="checkbox"/>	<input type="checkbox"/>	TELEPATHY		CHA	

F	D	OTHER SKILLS	ADDS	ATTR	VALUE
<input type="checkbox"/>	<input type="checkbox"/>	AIR VEHICLES		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Athletics		STR	
<input type="checkbox"/>	<input type="checkbox"/>	Beast Riding		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	CLANDESTINE		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Computers		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Dodge		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Evidence Analysis		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Find		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	First Aid		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Land Vehicles		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	LANGUAGE*		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	MEDICINE		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Persuasion		CHA	
<input type="checkbox"/>	<input type="checkbox"/>	Profession*		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Scholar		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Science		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Stealth		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Streetwise		CHA	
<input type="checkbox"/>	<input type="checkbox"/>	Survival		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Tracking		MIND	
<input type="checkbox"/>	<input type="checkbox"/>	Water Vehicles		DEX	
<input type="checkbox"/>	<input type="checkbox"/>	Willpower		SPI	

ALL CAPS Skills must have at least one Add to use. F means Favored (you may roll a second 1d20 for a low roll, but must accept the second roll). D means Disfavored (the first extra die [10, 20, Possibility, or Up] is, Instead, Ignored).

Preferred-Perks

Armor (Armor | Axiom | Adds | Dex | Notes)

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Weapons & Attacks (Weapon | Axiom | Damage | Ammo | Range | Notes)

Unarmed Combat	0	STR+()=	N/A	Touch
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Bonus Chart

Roll	+
1	M
2	-8
3-4	-6
5-6	-4
7-8	-2
9-10	-1
11-12	0
13-14	1
15	2
16	3
17	4
18	5
19	6
20	7
21-25	8
Per +5	+1
60+	G!