Character Nam		Class & Level Psychokinetic 1	Background Player Name Noble
Der	ek Alco	Perita Huma	
2 CON 2 AGI 3	Climb: 1/5 Swim: 1/5 Carry Weight: 100 lbs Max Health: 8	Current Health: 8 50%: skill disadv. 2 4 2 Armor Dodge $3/6$ Fortitude 2 4 Reflex 3 4 2 Millpower 4 4 4 4 4 4 4 4	Heritage & Size Features Base Movement: 30 feet, Dodge Penalty: -3, RaDEF = DEF+3 ASIx2: AGI +.5, DEX +.5 Extra Skills: Beguilement +1, Vehicles (Land) +1 Tenacity: 1/Day's Rest, come back up at 1 Class Features Energy Manipulation: Use reaction to increase/decrease burn, electric, freeze, physical, or sonic damage dealt within 30 feet; Psycho Save DR: 13; Energy base die: d6
DEX 2 INT 4	Sleight of Hand: 1/5 Stealth: 1/5 Attacks: 1 Arcana: 1/5 Lore: 2/5 Mechanics: 1/5 Medicine: 1/5 Nature: 1/5	Equipped Gear	
wis 1	Theology: $1/5$ Extra Skills: 4 Appraisal: $1/5$ Beast Handling: $1/5$ Insight: $2/5$ Navigation: $1/5$ Perception: $1/5$ Survival: $1/5$	Armor Type Stealth disadv.? DEX disadv.? Weight Mat. 2 Armor Bonus	
CHA 3	Beguilement: $3/5$ Intimidation: $1/5$ Persuasion: $2/5$	Weapon Skills Archery: _/5 Small: _1/s Firearm: _1/5 Throwing: _/s Large: _/5 Unarmed: _/s Medium: _2/5 Exotic 1: Energy _1/s Polearm: _/5 Exotic 2: _/s	5 Tool 2 Vehicles (Land)

Skin Color Hair color Green Background: Noble Background: Noble Languages, Classless Feats, and Additional Traits Inventory	
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Common, Humanic, Elvish, Goblic Currency: Treasure: Aeons 5	
Extra Weapons:	
Useful Gear: Other:	