

## Iffri

You've been in the city of Cynosure for close to 50 years, finally discovering your way here after years of research. No other place in the multiverse offers such a massive opportunity for learning from hundreds if not thousands of diverse civilizations.

Your healing (and translating) abilities make it easy to earn a living, especially down in The Pit. GrimJack is one of your most profitable clients, as he always seems to be getting grievously wounded (and always pays a fair price). Having it well-known that you are under GrimJack's protection is also an incredible boon. You owe him one.

Around Munden's you've really hit it off with Thoresh, a Myzaleet mage with a shared love of knowledge. You're also on friendly terms with Tekta (a Nissifer gladiator) and Zarfaseti (a Plazmite warrior).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people, use **Innate Attack** to focus your psychokinetic cutting attack
- To heal people, use **IQ** to activate your Psychic Healing
- To manipulate things within 10 yards, use **Telekinesis**
- To influence people, use **Fast-Talk**
- Other notable traits: **Detect Lies, Flight, Telecommunication**
- *Questions about anything else on your character sheet? Just ask!*



Name:

Description:

ST	<input type="text"/>	HP	<input type="text"/>
DX	<input type="text"/>	Will	<input type="text"/>
IQ	<input type="text"/>	Per	<input type="text"/>
HT	<input type="text"/>	FP	<input type="text"/>

Damage	Resistance
Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Advantages	Disadvantages

Move:	Speed:	
Dodge:	Parry:	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry

Skills			
Name	Level	Name	Level

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions



Name: Iffri  
 Race: Estalli  
 Appearance: Psionist and healer.

Player:   
 Ht: 4' 6" Wt: 65 lbs. Age: 118 Spent: 250  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 8 [ -20]	<b>HP</b> 10 [ 4]	<b>Basic Speed</b> 5.5 [ 0]
<b>DX</b> 12 [ 24]	<b>Will</b> 14 [ 0]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 14 [ 80]	<b>Per</b> 14 [ 0]	<b>BL</b> 13 lb (STxST)/5
<b>HT</b> 10 [ 0]	<b>FP</b> 10 [ 0]	<b>Thr</b> 1d-3 <b>Sw</b> 1d-2

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 14	Taste/Smell 14	Death Check 10
Hearing 14	Fright Check 14	High Jump -10 in
Touch 14	Consciousness 10	Broad Jump -3 ft

**HP** 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -10

TELEKINESIS		
<b>TK ST</b> 10	<b>TK BL</b> 20 lb	<b>TK Move</b> 10

PARRY	PARRY	BLOCK	DODGE	OTHER
9		7	8	
DX		DX	None	

<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 2 HP: 0	<b>Loc.</b> <b>HP</b> <b>#</b> Eyes       2       _____ Neck       -       _____ Skull       -       _____ Face       -       _____ Torso       -       _____ Groin       -       _____ Arms       6       _____ Hands      4       _____ Legs       6       _____ Feet       4       _____ <b>Bonus DR:</b> 8* <b>Bonus DB:</b> 0 <b>Notes:</b>
<b>Neck</b> DR: 0 HP: 0	<b>Face</b> DR: 0 HP: 0	
<b>Torso</b> DR: 0 HP: 0	<b>Arms</b> DR: 0 HP: 0	
	<b>Hands</b> DR: 0 HP: 0	
	<b>Groin</b> DR: 0 HP: 0	
	<b>Legs</b> DR: 0 HP: 0	
	<b>Feet</b> DR: 0 HP: 0	

\* Includes: +8 from 'Damage Resistance'

**ADVANTAGES**

Name	Pts
Cutting Attack 3 (Psychokinetic) {p. B61, P53}	[ 19]
Damage Resistance 8 (Force Field; Psychokinetic) {p. B46}	[ 44]
Flight (Psychokinetic) {p. B56}	[ 36]
Healing (Psychic Healing) {p. B59, P51}	[ 27]
Roll to Heal: 14 (IQ)	
Telecommunication (Telesend; Telepathic; Universal) {p. B91, P81}	[ 42]
Roll to Communicate: 14 (IQ)	
Telekinesis 10 (Increased Range (Max Range only) (x2); Psychokinetic) {p. B92}	[ 48]

**DISADVANTAGES**

Name	Pts
No Legs (Aerial) {p. B145}	[ 0]
No Manipulators {p. B145}	[ -50]
Numb {p. B146}	[ -20]
Weak Arms (2 Arms; 1/4 ST) {p. B53}	[ -10]

**SKILLS**

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	14	IQ+0	[ 8]
Detect Lies {p. B187}	13	Per-1	[ 2]
Fast-Talk {p. B195}	14	IQ+0	[ 2]
Innate Attack (Gaze) {p. B201}	15	IQ+1	[ 2]
Parry: 10			
Karate {p. B203}	0	DX-12	[ 0]
Parry: 3			
Stealth {p. B222}	14	DX+2	[ 8]
Throwing {p. B226}	13	DX+1	[ 4]

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Cutting Attack: attack Skill used: Innate Attack (Gaze)	15	3d cut	3	10 yd / 100 yd	1	-	-	-	1	-	
Telekinesis: thrust Skill used: IQ	14	1d-2 cr	-	20 yd	-	-	-	-	-	-	
Telekinesis: swing Skill used: IQ	14	1d cr	-	20 yd	-	-	-	-	-	-	

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	13 lb	26 lb	39 lb	78 lb	130 lb
TK	20 lb	40 lb	60 lb	120 lb	200 lb
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	11 yd	8 yd	6 yd	4 yd	2 yd
TK	10 yd	8 yd	6 yd	4 yd	2 yd
Dodge	8	7	6	5	4

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	2 lb	6 lb	156 lb	195 lb	650 lb
TK	–	160 lb	240 lb	–	1000 lb

\* Takes 2 seconds to complete  
 † Takes 4 seconds to complete  
 ‡ Double with a running start  
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE				
Mvmt. Dmg.	1–2	3–5	6–9	10–13
	1d-3	1d-2	1d-1	1d

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks  
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm  
 See also: *Harsh Realism – Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		88
Advantages, Perks		216
Disadvantages, Quirks		-80
Skills, Techniques		26
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>0</b>