

Tales of the Kyran Age

Character Name _____
 Player _____
 Sex _____ Age _____
 Motivations _____

 Nature _____

 Homeland _____
 Family Status _____
 Homeland Guild _____
 Guild Rank _____
 Current Status _____
 Current Guild _____
 Current Rank _____

gap's

Attributes

Senses _____ **Wit** _____
Will _____ **Empathy** _____
Dexterity _____ **Agility** _____
Strength _____ **Aim** _____
Reflexes _____
 Build _____ Stature _____

Mutations

Form of Being _____
 Effects of Mutation _____

 Beneficial Physiological Mutation _____
 Detrimental Physiological Mutation _____
 Detrimental Cellular or Telempathic Activity _____

Ascendant Insect _____
 Insectile Habits _____

Colouration _____

Family

Parents form of being (*tick box of Spearside*)
 Father _____
 Mother _____
 Spearsides Guild _____
 Surviving next of kin _____

 Now living in _____

SENSE SKILLS Base Rating:

Listen () _____
 Scent () _____
 Search () *movement:* () _____
 Taste () _____
 _____ () _____

WIT SKILLS Base Rating:

Administration _____
 Cooking _____
 Culture _____
 Evaluate Item _____
 First Aid _____
 Folklore _____
 Geography _____
 Herb Lore _____
 History _____
 Insect Anatomy _____
 Insect Lore _____
 Language: *Urob* (+5) _____
 Language: () _____
 Language: () _____
 Law _____
 Navigation _____
 Poetry _____
 Prepare Herbs _____
 Seamanship _____
 Tracking _____
 Weather () _____
 Write Book _____

COM. SKILLS Base Rating:

Acting () _____
 Barter () _____
 Charm () _____
 Inspire () _____
 Intimidate () _____
 Persuade () _____
 Sing () _____
 Statecraft () _____
 Taunt () _____

ARTISAN SKILLS Base Rating:

Craft (_____) _____
 Craft (_____) _____
 Disguise _____
 Forgery _____
 Mapmaking _____
 Ropework _____
 Trapping _____

DEX. SKILLS Base Rating:

Dissection _____
 Juggling _____
 Lock picking _____
 Pick Pocket _____
 Play (_____) _____
 Play (_____) _____
 Sleight of hand _____

AGILITY SKILLS Base Rating:

Climb () _____
 Dodge () _____
 Flight () _____
 Jump () _____
 Rafting _____
 Riding () _____
 Sprint () _____
 Stealth () *in flight:* (-) _____
 Swim () _____
 _____ () _____
 1-handed Blades _____
 2-handed Blades _____
 1-handed Blunt _____
 2-handed Blunt _____
 Bite () _____
 Grapple () *in flight:* () _____
 Headbutt () _____
 Kick (+5) _____
 Lances _____
 Polearms _____
 Punch (+10) _____
 Shields (+10) _____
 Whips (-5) _____
 _____ () _____
 _____ () _____
 _____ () _____
 _____ () _____

Overloaded? SRM (-) _____

RANGED WPNS Base Rating:

Archery _____
 Blowpipes (-10) _____
 Firearms _____
 Flameburners _____
 Slings _____
 Throwing Nets _____
 Thrown Weapons _____
 _____ () _____
 _____ () _____
 _____ () _____
 _____ () _____

MISCELLANEOUS SKILLS:

Art (SRM:) (Base Rating:) _____
 Insect Handling () () _____
 Skiing () () _____
 _____ () () _____
 _____ () () _____
 _____ () () _____
 _____ () () _____

Maximum Health:

DCA:

Fortune Points:

ITEMS ON PERSON: _____ LOAD: _____

MLC: _____ TOTAL LOAD: _____
 (Strength x10) Load Capacity: _____
 (Strength x1.5 rounded down)

OVERLOADED? Each FULL Load carried over Load Capacity = SRM: ALL AGILITY-BASED SKILLS (-1). May not RUN or FLY longer than 1 hour / Cannot Sprint

Overload Penalty: SRM: (-)

Backpack 1 (1/5): _____ LOAD: _____

TOTAL LOAD (of 10): _____

Backpack 2 (1/5): _____ LOAD: _____

TOTAL LOAD (of 10): _____

Arrows in quiver (max 24): _____

Bolts in pouch (max 24): _____

Shells on belt (max 12): _____

Wealth: _____

100ky = 1 Kytin Tooth 100 coins = 1 Load

Combat

Weapon/Defence:	Total Rating:	Damage +SBtW:	Notes/Range:
Bite	_____	1d6 + _____	Only held targets, ignores armour values
Grapple	_____	None	(+5) to knockdown opponent
Headbutt (+5) if grappling	_____	2 + _____	Stun UNHELMED target for 1 round
Kick	_____	1d8 -2 + _____	
Punch	_____	1d6 -2 + _____	Ignore armour if target UNHELMED
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DODGE Skill Rating _____ All-out' attacks, 2-handed weapons, foes larger than human-sized, Bonus actions: _____ large object missiles and grapples MAY NOT BE DODGED.

Armour

Strength Bonus to Wound: Vs. knockdown

Type: _____ Value: _____ +

Type: _____ Value: _____ +

Type: _____ Value: _____ +

Type: _____ Value: _____ +

Type: _____ Value: _____ +

Type: _____ Value: _____ =

Total Armour Value:

CURRENT HEALTH:

Remember to eat at least once per day!

Reflexes: (+1d10 = Initiative)

1/2 Health: All Skill Ratings & Initiative (-5)

1/4 Health: All Skill Ratings & Initiative (-10)

Telempathic/Insectile Abilities

ABILITY Base Rating:	SCAN	Paralyse (20/3m)
SUGGESTION	Mindscan (4/inst)	Shock (20/inst)
Action (16/5m)	Mindsearch (6/1m)	Sleep (16/30m)
Scent (4/5m)		Stun (5/10 secs)
Sight (6/5m)	CLOAKING	
Sound (4/5m)	Block (8/5m)	COMMUNICATION
	Mass Block (16/5m)	Mindcall (2/inst)
EMOTION	Cloak (4/5m)	Mindconverse (6/5m)
Anger T: (4/5m) I:(2/15m)	Mass Cloak (8/5m)	
Calm T: (4/5m) I:(2/15m)		SPECIAL SKILLS
Fear T: (4/5m) I:(2/15m)	OFFENCE	Trance (2/1m)
Love T: (4/5m) I:(2/15m)	Erase Mem. (20/3m)	
Resolve (4/5m)	Mindblast (8/inst)	

T: Telempathic Cost I: Insectile Empathy Cost

Metamorphic Abilities

CURRENT DCA: +3/hour rest +8/hour sleep

ABILITY Base Rating:	Ch. Odour (2/15m)	Sustain Oxy. (2/15m)
Cell Disrupt. (8/-2D10)	Elongate Limbs (8/5m)	T. Change (2/5s)(10/5s)
Cell Drain (8/inst)	Radiance (2/10)	
Cell Harden (4/5m)	Shapeshift (15/60m)	
Cell Fusion (8/+2D10)	S. Senses (4/60m)	
Cell Share (var./inst)	Stretch Skin (4/30m)	
Chameleon (4/15m)		

Movement

COMBAT SPEED	AIRBORNE COMBAT SPEED
Walk _____ mph x 10 hours	_____
Run _____ mph x (Health/10) hrs	Fly _____ mph x (Health) minutes
Sprint _____ fpr x (Health/5) rounds	Dart _____ ft per rnd x (Health /5) rnds

Mount Information

Name _____
 Type _____
 Will _____
 Agility _____
 Strength _____

SKILL RATINGS:

Listen _____
 Scent _____
 Search _____
 Sprint/Fly _____
 Attack Type: _____
 Skill Rating: _____
 Damage: _____ + SBtW

Reflexes:

HEALTH
 (Maximum - Current)

HARVESTABLE PRODUCTS

Harvestable Kytin Load: _____
 Harvestable Meat Load: _____

Herd/Wing RANK:

Bond Strength (call 1d20):
 (+)

ARMOUR
 VALUE
 (Kytin):

Penalty to be hit: +5

COMBAT SPEED:

Walk _____ mph x10hrs _____
 Run _____ mph x(Health /10)hrs _____
 Sprint _____ ft per rnd _____

Trample damage:

AIRBORNE

COMBAT SPEED: _____
 Fly _____ mph x(Health /10) hours _____
 Dart _____ ft per rnd x(Health /5) rnds _____

Vital spot: _____

Skill Test results

Difference between roll & Skill Rating (+/- SRM's):

Difference:	Equal to or lower than / greater than:
0-10:	Acceptable/unacceptable.
11-15:	Great success: Ability use: -1 DCA (min. 1) Emotive Telepathy: +10' range Combat: +4 to damage or Test (+4) / Profound failure.
16+:	Exemplary: Ability use: -2 DCA (min. 1) Emotive Telepathy: +20' range Combat: +8 to damage or Test (+4) / Dire failure.

Default success/failure

At ALL times, a roll of 1 is considered an Exemplary or Critical success, regardless of Skill Rating or modifiers.
 At ALL times, a roll of 20 is considered a Dire failure or Fumble, regardless of Skill Rating or modifiers.

Opposed rolls

The greatest degree of success wins a contest.
 Ties favour the defender.

ITEMS ON MOUNT: LOAD:

Rider (25/60/80/100/135) _____
 Rider's carried Load _____
 Saddle & Tack _____ 15

TOTAL LOAD:

Mount Load Capacity:

Eaten today?

Each day without eating suffer an accumulating (-1) penalty to all Skill Ratings, Initiative, plus -1 Maximum Health.

Honours gained

Honour:	Bars:
_____	1 2 3 4 5 6
_____	1 2 3 4 5 6
_____	1 2 3 4 5 6
_____	1 2 3 4 5 6
_____	1 2 3 4 5 6
_____	1 2 3 4 5 6
_____	1 2 3 4 5 6

Tourneys won

Place _____	Date _____
Event Status _____	
Place _____	Date _____
Event Status _____	
Place _____	Date _____
Event Status _____	
Place _____	Date _____
Event Status _____	

Saddlebag One: LOAD:

TOTAL LOAD (of 20):

Saddlebag Two: LOAD:

TOTAL LOAD (of 20):

Familiar Herbs & Insects:

- Sundar** - Start of week
- Mundar** - Busy evenings
- Windar** - Market day
- Erdar** - Priest's day
- Fuedar** - No open flame
- Vandar** - Day of rest

Check for **Chuggers** - Daily
 Apply **lacquer** to kytin - Weekly

Skill Marks

Whenever you earn a Skill Mark, tick the corresponding box. Once all a skills' boxes are filled, **sleep**. Then roll **1d20**; a roll that is greater than your *current* Skill Rating (without modifiers) grants **+1** to that Skill Rating. Upon increase, erase the ticks, and repeat until that skill has a rating of 20.

SENSE SKILLS

Listen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scent	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Taste	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WIT SKILLS

Administration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cooking	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Culture	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evaluate Item	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
First Aid	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Folklore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Geography	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Herb Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
History	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Insect Anatomy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Insect Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Language: Uroh	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lang: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lang: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Law	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Poetry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prepare Herbs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Seamanship	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tracking	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weather	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Write Book	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COMMUNICATION SKILLS

Acting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inspire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Persuade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Statecraft	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Taunt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARTISAN SKILLS

Craft (_____)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Craft (_____)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Disguise	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forgery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mapmaking	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ropework	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trapping	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DEXTERITY SKILLS

Dissection	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Juggling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lock picking	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pick Pocket	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Play (_____)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Play (_____)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AGILITY SKILLS

Climb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Riding	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rafting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sprint	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Swim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1-handed Blades	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2-handed Blades	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1-handed Blunt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2-handed Blunt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bite	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grapple	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Headbutt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kick	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lances	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Polearms	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Punch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shields	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Whips	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RANGED WEAPON SKILLS

Archery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blowpipes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Firearms	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flameburners	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Throwing Nets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thrown Weapons	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MISCELLANEOUS SKILLS

Art	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Insect Handling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skiing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TELEPATHIC ABILITIES

Action	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scent	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sound	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Anger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Calm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Love	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resolve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mindscan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mindsearch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Block	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Block	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cloak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Cloak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cell Drain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Erase Memory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paralyse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleep	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mindcall	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mindconverse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

METAMORPHIC ABILITIES

Cell Disruption	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cell Harden	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cell Fusion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cell Share	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chameleon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Change Odour	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elongate Limbs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Radiance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sharpen Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stretch Skin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sustain Oxygen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Temp. Change	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>