

NAME:
PLAYER:
OCCUPATION:

CLASS: GRAY
ALIGNMENT:
XP:

LEVEL:

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
FAVORED WEAPONS:

COMBAT
SPEED:
ACTION DICE:
INIT:
CRIT DIE:
CRIT TABLE: II
ATTACK BONUS:

HD: d7
HP:

SAVES
REFLEX:
FORTITUDE:
WILL:

SPECIAL ABILITIES:

Proficient in daggers, axes, swords, clubs, spears, staves, pistols & rifles of all types.

Brain implant allows basic understanding of all verbal and written languages.

See in the dark.

Iron vulnerability (1 hp/hour).

Luck bonus+Int bonus+Level check (DC14+1d6) to understand any alien tech.

Transponder: Int check + level vs. DC 12+ to contact the Gray Directorate. Similar to Divine Aid. Up to additional +1/level+ Luck bonus for dissections.

EQUIPMENT:

TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE: d6			
SPECIAL:			

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

TECH GIFTS:

Roll one at levels 3, 5, 7, 9 (USG p. 66-68).

Silver Suit: Protects against environmental hazards, including radiation, granting +5 to all such saves. It also grants +2 to saves versus magical effects and a +1 bonus to AC.