



# Criminologist

## Profession Bonuses

+1 Combat, +2 Criminal / Subterfuge, +1 Engineering, +1 General,  
+1 Social, +1 Survival, +3 Technical

Character: \_\_\_\_\_ Level: \_\_\_\_\_

space master

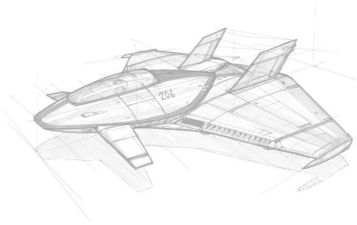
SPECIES					
Profession				Criminologist	
Gender		Mass		Hair	
Age		Height		Eyes	
Armor Type					
Hit Points			Power Points		

DEFENSIVE BONUS VERSES	Energy	Projectile	Missile	Melee
Quickness				
Shield				
Armor Bonus				
TOTAL				

STATS		TEMP	POT	STAT MOD	RACE MOD	TOTAL	DEV POINTS
Constitution	CO						
Agility	AG						
Self Discipline	SD						
Memory	ME						
Reasoning	RE						
Strength	ST						
Quickness	QU						
Presence	PR						
Intuition	IN						
Empathy	EM						
Appearance	AP						
TOTAL DEV POINTS							

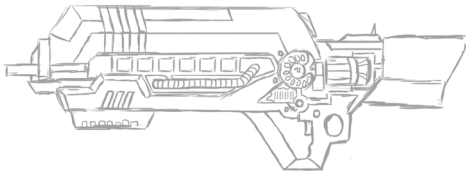
WEAPONS								Total Bonus at Range				
	Fail Range	Skill Bonus	Stat Bonus	Weapon Bonus	Armor Penalty	Level Bonus	Misc Bonus	PB	SR	MR	LR	Total

CASH		
Elmoits		
Savings		
Income		



LANGUAGES	Written	Spoken

PSION LISTS	Total	1-5	6-10	11-20	25	30	50
Field of Visions — Empathy							
Field of Visions — Interface							
Field of Visions — Mind's Truth							
Field of Visions — Mind Detection							
Field of Visions — Mind's Eye							
Field of Visions — Mind in the Past							
Field of Alteration — Telekinetics							
Field of Alteration — Mind into Energy							
Field of Alteration — Mind over Matter							
Field of Alteration — Armor							
Field of Alteration — Telepathy							
Field of Alteration — Concealment							
Field of Control — Thought Master							
Field of Control — Possession							
Field of Control — Voice							
Field of Control — Mind Assault							
Field of Control — Thought into Pain							
Field of Control — Illusion							
Field of Self Control — Mind's Defense							
Field of Self Control — Mind Discipline							
Field of Self Control — Teleportation							
Field of Self Control — Body Discipline							
Field of Self Control — Changing							
Field of Self Control — Metabolic Control							



[illegible]

## SKILL / ABILITY

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[illegible]

