

M41 Sage

POWERS

Cost	Name	END
5	+5 INT	
	Options	
16	1) Tactical Prediction: +1 with Ranged Combat, Usable By Other (+1/4), Area Of Effect (8" Radius; +1 3/4), Selective (+1/4) (16 Active Points)	
16	2) Melee Prediction: +1 with HTH Combat, Usable By Other (+1/4), Area Of Effect (8" Radius; +1 3/4), Selective (+1/4) (16 Active Points)	
13	3) Tension Calculus: Find Weakness 12- with All Attacks (35 Active Points); OAF (Tactical Computer; -1), Requires An INT Roll (-3/4)	0
5	4) Tactica Logi: Lack Of Weakness (-2) for Resistant Defenses, Usable By Other (+1/4), Area Of Effect (4" Radius; +1 1/2) (5 Active Points)	0
19	5) Defensive Predictor: Combat Luck (6 PD/6 ED), Usable By Other (+1/4), Area Of Effect (8" Radius; +1 1/2) (33 Active Points); Requires An INT Roll (-3/4)	

74 Total Powers Cost

SKILLS

Cost	Name
4	Computer Programming (Personal Computers) 13-
5	Cramming
3	Cryptography 12-
3	Deduction 12-
5	KS: Specialty 14-
2	PS: Sage 11-
3	SS: any 12-
	Options
3	1) Acting 11-
3	2) Analyze: Psyker Disciplines 12-
3	3) Animal Handler 11-
3	4) Conversation 11-
3	5) Criminology 12-
3	6) Electronics 12-
2	7) Forgery (Documents) 12-
3	🕶️ High Society 11-
3	9) Lipreading 12-
3	10) Mechanics 12-
4	11) Navigation (Air, Land, Space) 12-
3	12) Oratory 11-
3	13) Persuasion 11-
3	14) Security Systems 12-
3	15) SS: any 12-

Cost	Name
3	16) Sleight Of Hand 11-
3	17) Stealth 11-
3	18) Streetwise 11-
3	19) Tactics 12-
3	20) Tracking 12-

85 Total Skills Cost

TALENTS

Cost	Name
	Options
3	1) Lexmechanic: Lightning Calculator
5	2) Eidetic Memory
20	3) Adeptus Lingua: Universal Translator 12-

28 Total Talents Cost

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