

Character Record Sheet

Martha Hendrickson

Name				Player	
Charismatic 3			3		
Classes			Character Level		
25		F	5'4"		
Age		Gender	Height		12st 7lbs
			Weight		

ABILITIES

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH	15	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	+0	
CHA CHARISMA	10	+0	

Human		Med. Humanoid		5' (5x5)	
Race		Size & Type		Reach	
INITIATIVE		TOTAL		DEX MOD. MISC. MOD.	
MODIFIER	+2	=	2	+0	
BASE ATTACK	+1			DAMAGE REDUCTION	
SPEED	30'				
Other Speed					

TOTAL		CURRENT HP					PENALTY		
HP hit points	14						0		
DEFENSE	13	= 10	+1	+0	+2	+0	+0	13	11
TOTAL							Touch Defense	Flatfooted Defense	
		CLASS BONUS	EQUIPMENT BONUS	DEX MOD.	SIZE MOD.	MISC BONUS			

SAVING THROWS

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC MOD.	
FORTITUDE (CONSTITUTION)	+3	=	2	+1	+0	REPUTATION +2
REFLEX (DEXTERITY)	+4	=	2	+2	+0	ACTION POINTS 1
WILL (WISDOM)	+1	=	1	+0	+0	WEALTH BONUS +0

ATTACKS

ATTACKS		TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.
MELEE	ATTACK BONUS	+3	=	1	+2	+0	
RANGED	ATTACK BONUS	+3	=	1	+2	+0	
		TOTAL		BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.

WEAPON		TOTAL ATTACK BONUS		
Unarmed (Lethal)		+3	1d4+2	20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	-	Bludgeoning	Small	

WEAPON		TOTAL ATTACK BONUS		
Unarmed (Nonlethal)		+3	1d3+2	20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	-	Bludgeoning	Small	Provokes AoO

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON				TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS				
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES				

ARMOUR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES		
-0				+8			

SKILLS

SKILLS				Max Ranks:	6 / 3
Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.

Autophynosis					
Balance	Dex	+2	+2	0	+0
Bluff	Cha	+0	+0	0	+0
Climb	Str	+2	+2	0	+0
Computer Use	Int	+6	+1	5	+0
Concentration	Con	+1	+1	0	+0
Craft:					
Chemical					
Electronic					
Mechanical					
Pharmeceutical					
Structural	Int	+1	+1	0	+0
Visual Art	Int	+5	+1	4	+0
Writing	Int	+5	+1	4	+0
Decipher Script	Int	+3	+1	0	+2
Demolitions					
Diplomacy	Cha	+3	+0	3	+0
Disable Device					
Disguise	Cha	+0	+0	0	+0
Drive	Dex	+2	+2	0	+0
Escape Artist	Dex	+2	+2	0	+0
Forgery	Int	+1	+1	0	+0
Gamble	Wis	+0	+0	0	+0
Gather Information	Cha	+3	+0	3	+0
Handle Animal					
Hide	Dex	+2	+2	0	+0
Intimidate	Cha	+0	+0	0	+0
Investigate					
Jump	Str	+2	+2	0	+0
Knowledge:					
Arcane Lore					
Art	Int	+3	+1	2	+0
Behavioural Sciences					
Business					
Civics	Int	+6	+1	5	+0
Current Events	Int	+6	+1	5	+0
Earth and Life Sciences					
History					
Physical Sciences					
Popular Culture	Int	+5	+1	3	+1
Streetwise					
Tactics					
Technology					
Theology and Philosophy	Int	+6	+1	4	+1
Listen	Wis	+0	+0	0	+0
Move Silently	Dex	+2	+2	0	+0
Navigate	Int	+1	+1	0	+0
Perform:					
Act	Cha	+0	+0	0	+0
Dance	Cha	+0	+0	0	+0
Keyboards	Cha	+0	+0	0	+0
Percussion Instruments	Cha	+0	+0	0	+0
Sing	Cha	+0	+0	0	+0
Stand-Up	Cha	+0	+0	0	+0
Stringed Instruments	Cha	+0	+0	0	+0
Wind Instruments	Cha	+0	+0	0	+0
Pilot					
Profession	Wis	+5	+0	5	+0
Psicraft					
Repair					
Research	Int	+3	+1	0	+2
Ride	Dex	+2	+2	0	+0
Search	Int	+1	+1	0	+0
Sense Motive	Wis	+0	+0	0	+0
Sleight of Hand					
Spellcraft					
Spot	Wis	+0	+0	0	+0
Survival	Wis	+0	+0	0	+0
Swim	Str	+2	+2	0	+0
Treat Injury	Wis	+0	+0	0	+0
Tumble					
Use Magic Device					

Campaign

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Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered Martha is a female Caucasian with mid-back length brown hair, a muscular build, and brown eyes. She has a fairly decent tan and a tribal artwork tattoo on the small of her back. She is currently a 3rd year student in college, studying Modern Philosophy at a local university. She came out to Applegate to enjoy an afternoon of sunbathing on the sandy

FEATS

Combat Martial Arts
Defensive Martial Arts: +1 Defense in Melee
Simple Weapons Proficiency
Studious

LANGUAGES

Native Language (Speak, Read & Write)	
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ALLEGIANCES

Good, Law, Sigma Phi Delta sorority

Carrying Capacity: Light 0 - 133lb.; Medium 134 - 266lb.; Heavy 267 - 400lb.

TALENTS & SPECIAL ABILITIES



Character Record Sheet

John Brown					
Name				Player	
Strong 3		3		Blue Collar	
Classes		Character Level		Occupation	
24	M	12st 13lbs		Wealth +2; Craft (Structural); Drive; Repair;	
Age	Gender	Height	Weight		

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH	15	+2	
DEX DEXTERITY	10	+0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	+0	
WIS WISDOM	13	+1	
CHA CHARISMA	12	+1	

Human		Med. Humanoid		5' (5x5)	
Race		Size & Type		Reach	
TOTAL		DEX MOD. MISC MOD.			
INITIATIVE MODIFIER	+0	=	0	+0	
BASE ATTACK	+3			DAMAGE REDUCTION	
SPEED	30'				
Other Speed					

TOTAL		CURRENT HP						PENALTY	
HP hit points	23							0	
DEFENSE	12	= 10	+2	+0	+0	+0	+0	12	12
TOTAL								Touch Defense	Flatfoot Defense
		CLASS BONUS	EQUIPMENT BONUS	DEX MOD.	SIZE MOD.	MISC BONUS			

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC MOD.							
FORTITUDE (CONSTITUTION)	+4	=	2	+2	+0	<table> <tr> <td>REPUTATION</td> <td>+0</td> </tr> <tr> <td>ACTION POINTS</td> <td>1</td> </tr> <tr> <td>WEALTH BONUS</td> <td>+0</td> </tr> </table>	REPUTATION	+0	ACTION POINTS	1	WEALTH BONUS	+0
REPUTATION	+0											
ACTION POINTS	1											
WEALTH BONUS	+0											
REFLEX (DEXTERITY)	+1	=	1	+0	+0							
WILL (WISDOM)	+2	=	1	+1	+0							

ATTACKS

	TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.
MELEE ATTACK BONUS	+5	=	3	+2	+0	
RANGED ATTACK BONUS	+3	=	3	+0	+0	
	TOTAL		BASE ATTACK BONUS	DEX MOD.	SIZE MOD.	MISC MOD.

WEAPON			TOTAL ATTACK BONUS			
Knife			+5		1d4+2	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
10'	1lb.	Piercing	Tiny			

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

ARMOUR			TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES			
-0				+8				

SKILLS					Max Ranks:	6 / 3
Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.	

Autophynosis						
X	Balance	Dex	+0	+0	0	+0
X	Bluff	Cha	+1	+1	0	+0
C	Climb	Str	+2	+2	0	+0
X	Computer Use	Int	+0	+0	0	+0
X	Concentration	Con	+2	+2	0	+0
Craft:						
X	Chemical					
X	Electronic					
X	Mechanical					
X	Pharmeceutical					
C	Structural	Int	+4	+0	3	+1
X	Visual Art	Int	+0	+0	0	+0
X	Writing	Int	+0	+0	0	+0
X	Decipher Script	Int	+0	+0	0	+0
X	Demolitions					
X	Diplomacy	Cha	+1	+1	0	+0
X	Disable Device					
X	Disguise	Cha	+1	+1	0	+0
C	Drive	Dex	+2	+0	2	+0
X	Escape Artist	Dex	+0	+0	0	+0
X	Forgery	Int	+0	+0	0	+0
X	Gamble	Wis	+1	+1	0	+0
X	Gather Information	Cha	+1	+1	0	+0
C	Handle Animal					
X	Hide	Dex	+0	+0	0	+0
X	Intimidate	Cha	+1	+1	0	+0
X	Investigate					
C	Jump	Str	+2	+2	0	+0
Knowledge:						
X	Arcane Lore					
X	Art					
X	Behavioural Sciences					
X	Business					
X	Civics					
C	Current Events					
X	Earth and Life Sciences					
X	History					
X	Physical Sciences					
C	Popular Culture	Int	+2	+0	2	+0
C	Streetwise	Int	+2	+0	2	+0
X	Tactics					
X	Technology					
X	Theology and Philosophy					
X	Listen	Wis	+1	+1	0	+0
X	Move Silently	Dex	+0	+0	0	+0
X	Navigate	Int	+3	+0	1	+2
Perform:						
X	Act	Cha	+1	+1	0	+0
X	Dance	Cha	+1	+1	0	+0
X	Keyboards	Cha	+1	+1	0	+0
X	Percussion Instruments	Cha	+1	+1	0	+0
X	Sing	Cha	+1	+1	0	+0
X	Stand-Up	Cha	+1	+1	0	+0
X	Stringed Instruments	Cha	+1	+1	0	+0
X	Wind Instruments	Cha	+1	+1	0	+0
X	Pilot					
C	Profession	Wis	+5	+1	4	+0
-	Psicraft					
C	Repair	Int	+4	+0	3	+1
X	Research	Int	+0	+0	0	+0
X	Ride	Dex	+0	+0	0	+0
X	Search	Int	+0	+0	0	+0
X	Sense Motive	Wis	+1	+1	0	+0
X	Sleight of Hand					
-	Spellcraft					
X	Spot	Wis	+1	+1	0	+0
X	Survival	Wis	+3	+1	0	+2
C	Swim	Str	+2	+2	0	+0
X	Treat Injury	Wis	+1	+1	0	+0
X	Tumble					
-	Use Magic Device					

Campaign

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Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered A white male with short blond hair, in his mid-20's, John is on a weekend picnic/camping trip with his wife Holly. John is a construction worker who usually works high-rise construction running a rivet gun 10 stories above the ground. His vehicle is a 1985 Ford F-150 with a toolbox in the parking lot.

FEATS

Brawl
Guide
Simple Weapons Proficiency
Toughness

LANGUAGES

Native Language (Speak, Read & Write)	
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ALLEGIANCES

Law, A+ Construction Company
Carrying Capacity: Light 0 - 133lb.; Medium 134 - 266lb.; Heavy 267 - 400lb.

TALENTS & SPECIAL ABILITIES

Date	Time	Location	Weather	Wind	Temp	Humidity	Pressure	Visibility	Clouds	Precip	Remarks

Character Record Sheet

Holly Brown

Name				Player			
Smart 3			3			Rural	
Classes			Character Level			Occupation	
32		F		5'3"		Wealth +1; Drive; Repair; Personal Firearms	
Age		Gender		Height		Proficiency;	
				Weight			
				13st 8lbs			

ABILITIES

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH	10	+0	
DEX DEXTERITY	10	+0	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	15	+2	
CHA CHARISMA	13	+1	

TOTAL		CURRENT HP						PENALTY	
HP hit points	14							0	
DEFENSE	11	= 10	+1	+0	+0	+0	+0	11	11
TOTAL			CLASS BONUS	EQUIPMENT BONUS	DEX MOD.	SIZE MOD.	MISC BONUS	Touch Defense	Flatfooted Defense

SAVING THROWS

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC. MOD.		
FORTITUDE (CONSTITUTION)	+2	=	1	+1	+0	REPUTATION	+1
REFLEX (DEXTERITY)	+1	=	1	+0	+0	ACTION POINTS	1
WILL (WISDOM)	+4	=	2	+2	+0	WEALTH BONUS	+0

ATTACKS

ATTACKS		TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.
MELEE	ATTACK BONUS	+1	=	1	+0	+0	
RANGED	ATTACK BONUS	+1	=	1	+0	+0	
		TOTAL		BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.

WEAPON		TOTAL ATTACK BONUS				
Unarmed (Nonlethal)		+1		1d3	20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
	-	Bludgeoning	Small	Provokes AoO		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOUR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES		
-0				+8			

SKILLS

Max Ranks: 6 / 3

	Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.
-	Autohypnosis					
X	Balance	Dex	+0	+0	0	+0
X	Bluff	Cha	+1	+1	0	+0
X	Climb	Str	+0	+0	0	+0
C	Computer Use	Int	+8	+2	6	+0
X	Concentration	Con	+1	+1	0	+0
-	Craft:					
C	Chemical					
C	Electronic					
C	Mechanical					
C	Pharmaceutical					
C	Structural	Int	+2	+2	0	+0
C	Visual Art	Int	+6	+2	2	+2
C	Writing	Int	+9	+2	5	+2
C	Decipher Script	Int	+4	+2	0	+2
C	Demolitions					
X	Diplomacy	Cha	+1	+1	0	+0
C	Disable Device					
X	Disguise	Cha	+1	+1	0	+0
C	Drive	Dex	+5	+0	5	+0
X	Escape Artist	Dex	+0	+0	0	+0
C	Forgery	Int	+2	+2	0	+0
X	Gamble	Wis	+2	+2	0	+0
X	Gather Information	Cha	+1	+1	0	+0
X	Handle Animal					
X	Hide	Dex	+0	+0	0	+0
X	Intimidate	Cha	+1	+1	0	+0
C	Investigate	Int	+9	+2	5	+2
X	Jump	Str	+0	+0	0	+0
-	Knowledge:					
C	Arcane Lore					
C	Art	Int	+5	+2	3	+0
C	Behavioural Sciences					
C	Business					
C	Civics					
C	Current Events	Int	+5	+2	3	+0
C	Earth and Life Sciences					
C	History	Int	+7	+2	5	+0
C	Physical Sciences	Int	+4	+2	2	+0
C	Popular Culture	Int	+7	+2	5	+0
C	Streetwise					
C	Tactics					
C	Technology	Int	+7	+2	5	+0
C	Theology and Philosophy					
X	Listen	Wis	+2	+2	0	+0
X	Move Silently	Dex	+0	+0	0	+0
C	Navigate	Int	+2	+2	0	+0
-	Perform:					
X	Act	Cha	+1	+1	0	+0
X	Dance	Cha	+1	+1	0	+0
X	Keyboards	Cha	+1	+1	0	+0
X	Percussion Instruments	Cha	+1	+1	0	+0
X	Sing	Cha	+1	+1	0	+0
X	Stand-Up	Cha	+1	+1	0	+0
X	Stringed Instruments	Cha	+1	+1	0	+0
X	Wind Instruments	Cha	+1	+1	0	+0
X	Pilot					
C	Profession	Wis	+7	+2	5	+0
-	Psicraft					
C	Repair	Int	+7	+2	4	+1
C	Research	Int	+9	+2	5	+2
X	Ride	Dex	+0	+0	0	+0
C	Search	Int	+5	+2	3	+0
X	Sense Motive	Wis	+4	+2	0	+2
X	Sleight of Hand					
-	Spellcraft					
X	Spot	Wis	+2	+2	0	+0
X	Survival	Wis	+2	+2	0	+0
X	Swim	Str	+0	+0	0	+0
X	Treat Injury	Wis	+2	+2	0	+0
X	Tumble					
-	Use Magic Device					
-	Read/Write Spanish					
-	Speak Spanish					

Campaign

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Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered A female Hispanic with shoulder length black hair, Holly is John's wife and runs an a website business from home designing computer graphics for companies. This is the first vacation she has had with her husband in over a year, and is looking forward to a relaxing day at the lake. She is slightly chubby, with a slight case of adult acne.

FEATS

Attentive
Creative: Craft (Visual Arts) & Craft (Writing)
Creative: Select a Skill: & Select a Skill:
Personal Firearms Proficiency
Simple Weapons Proficiency
Studious

LANGUAGES

Native Language (Speak, Read & Write)	

ALLEGIANCES

Carrying Capacity: Light 0 - 66lb.; Medium 67 - 133lb.; Heavy 134 - 200lb.

TALENTS & SPECIAL ABILITIES

No.	Name	Age	Sex	Religion	Caste	Occupation	Remarks
1	...	...	...	...	...	...	...
2	...	...	...	...	...	...	...
3	...	...	...	...	...	...	...
4	...	...	...	...	...	...	...
5	...	...	...	...	...	...	...
6	...	...	...	...	...	...	...
7	...	...	...	...	...	...	...
8	...	...	...	...	...	...	...
9	...	...	...	...	...	...	...
10	...	...	...	...	...	...	...
11	...	...	...	...	...	...	...
12	...	...	...	...	...	...	...
13	...	...	...	...	...	...	...
14	...	...	...	...	...	...	...
15	...	...	...	...	...	...	...
16	...	...	...	...	...	...	...
17	...	...	...	...	...	...	...
18	...	...	...	...	...	...	...
19	...	...	...	...	...	...	...
20	...	...	...	...	...	...	...
21	...	...	...	...	...	...	...
22	...	...	...	...	...	...	...
23	...	...	...	...	...	...	...
24	...	...	...	...	...	...	...
25	...	...	...	...	...	...	...
26	...	...	...	...	...	...	...
27	...	...	...	...	...	...	...
28	...	...	...	...	...	...	...
29	...	...	...	...	...	...	...
30	...	...	...	...	...	...	...
31	...	...	...	...	...	...	...
32	...	...	...	...	...	...	...
33	...	...	...	...	...	...	...
34	...	...	...	...	...	...	...
35	...	...	...	...	...	...	...
36	...	...	...	...	...	...	...
37	...	...	...	...	...	...	...
38	...	...	...	...	...	...	...
39	...	...	...	...	...	...	...
40	...	...	...	...	...	...	...
41	...	...	...	...	...	...	...
42	...	...	...	...	...	...	...
43	...	...	...	...	...	...	...
44	...	...	...	...	...	...	...
45	...	...	...	...	...	...	...
46	...	...	...	...	...	...	...
47	...	...	...	...	...	...	...
48	...	...	...	...	...	...	...
49	...	...	...	...	...	...	...
50	...	...	...	...	...	...	...
51	...	...	...	...	...	...	...
52	...	...	...	...	...	...	...
53	...	...	...	...	...	...	...
54	...	...	...	...	...	...	...
55	...	...	...	...	...	...	...
56	...	...	...	...	...	...	...
57	...	...	...	...	...	...	...
58	...	...	...	...	...	...	...
59	...	...	...	...	...	...	...
60	...	...	...	...	...	...	...
61	...	...	...	...	...	...	...
62	...	...	...	...	...	...	...
63	...	...	...	...	...	...	...
64	...	...	...	...	...	...	...
65	...	...	...	...	...	...	...
66	...	...	...	...	...	...	...
67	...	...	...	...	...	...	...
68	...	...	...	...	...	...	...
69	...	...	...	...	...	...	...
70	...	...	...	...	...	...	...
71	...	...	...	...	...	...	...
72	...	...	...	...	...	...	...
73	...	...	...	...	...	...	...
74	...	...	...	...	...	...	...
75	...	...	...	...	...	...	...
76	...	...	...	...	...	...	...
77	...	...	...	...	...	...	...
78	...	...	...	...	...	...	...
79	...	...	...	...	...	...	...
80	...	...	...	...	...	...	...
81	...	...	...				

Character Record Sheet

Shabazz Tarrington

Name				Player	
Tough 3		3		Military	
Classes		Character Level		Occupation	
30	M	6'2"	210lbs	Wealth +1; Knowledge (Tactics); Survival;	
Age	Gender	Height	Weight	Personal Firearms Proficiency;	

ABILITIES

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH		14	+2
DEX DEXTERITY		12	+1
CON CONSTITUTION		15	+2
INT INTELLIGENCE		13	+1
WIS WISDOM		10	+0
CHA CHARISMA		10	+0

Human		Med. Humanoid		5' (5x5)	
Race		Size & Type		Reach	
INITIATIVE MODIFIER		TOTAL +1	DEX MOD. = 1	MISC MOD. +0	
BASE ATTACK		+2	DAMAGE REDUCTION		
SPEED		30'			
Other Speed					

TOTAL		CURRENT HP						PENALTY	
HP hit points	23							0	
DEFENSE	13	= 10	+2	+0	+1	+0	+0	13	12
TOTAL								Touch Defense	Flatfooted Defense
		CLASS BONUS	EQUIPMENT BONUS	DEX MOD.	SIZE MOD.	MISC BONUS			

SAVING THROWS

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC. MOD.	
FORTITUDE (CONSTITUTION)	+4	=	2	+2	+0	REPUTATION +1
REFLEX (DEXTERITY)	+2	=	1	+1	+0	ACTION POINTS 1
WILL (WISDOM)	+1	=	1	+0	+0	WEALTH BONUS +0

ATTACKS

ATTACKS

	TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.
MELEE ATTACK BONUS	+4	=	2	+2	+0	
RANGED ATTACK BONUS	+2	=	2	+1	+0	-1
	TOTAL		BASE ATTACK BONUS	DEX MOD.	SIZE MOD.	MISC MOD.

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON				TOTAL ATTACK BONUS	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOUR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES		
-0				+8			

SKILLS

Max Ranks: 6 / 3

	Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.
-	Autohypnosis					
X	Balance	Dex	+1	+1	0	+0
X	Bluff	Cha	+0	+0	0	+0
C	Climb	Str	+2	+2	0	+0
X	Computer Use	Int	+1	+1	0	+0
C	Concentration	Con	+2	+2	0	+0
	Craft:					
X	Chemical					
X	Electronic					
C	Mechanical					
X	Pharmeceutical					
C	Structural	Int	+4	+1	3	+0
X	Visual Art	Int	+1	+1	0	+0
X	Writing	Int	+1	+1	0	+0
X	Decipher Script	Int	+1	+1	0	+0
X	Demolitions					
X	Diplomacy	Cha	+0	+0	0	+0
X	Disable Device					
X	Disguise	Cha	+0	+0	0	+0
C	Drive	Dex	+4	+1	3	+0
X	Escape Artist	Dex	+1	+1	0	+0
X	Forgery	Int	+1	+1	0	+0
X	Gamble	Wis	+0	+0	0	+0
X	Gather Information	Cha	+0	+0	0	+0
X	Handle Animal					
X	Hide	Dex	+1	+1	0	+0
C	Intimidate	Cha	+3	+0	3	+0
X	Investigate					
X	Jump	Str	+2	+2	0	+0
	Knowledge:					
X	Arcane Lore					
X	Art					
X	Behavioural Sciences					
X	Business					
X	Civics					
X	Current Events					
X	Earth and Life Sciences					
X	History					
X	Physical Sciences					
C	Popular Culture					
C	Streetwise	Int	+4	+1	3	+0
C	Tactics	Int	+4	+1	3	+0
X	Technology					
X	Theology and Philosophy					
X	Listen	Wis	+0	+0	0	+0
X	Move Silently	Dex	+1	+1	0	+0
X	Navigate	Int	+1	+1	0	+0
	Perform:					
X	Act	Cha	+0	+0	0	+0
X	Dance	Cha	+0	+0	0	+0
X	Keyboards	Cha	+0	+0	0	+0
X	Percussion Instruments	Cha	+0	+0	0	+0
X	Sing	Cha	+0	+0	0	+0
X	Stand-Up	Cha	+0	+0	0	+0
X	Stringed Instruments	Cha	+0	+0	0	+0
X	Wind Instruments	Cha	+0	+0	0	+0
X	Pilot					
C	Profession	Wis	+3	+0	3	+0
-	Psicraft					
X	Repair					
X	Research	Int	+1	+1	0	+0
C	Ride	Dex	+1	+1	0	+0
X	Search	Int	+1	+1	0	+0
X	Sense Motive	Wis	+0	+0	0	+0
X	Sleight of Hand					
-	Spellcraft					
C	Spot	Wis	+3	+0	3	+0
C	Survival	Wis	+3	+0	2	+1
X	Swim	Str	+2	+2	0	+0
X	Treat Injury	Wis	+0	+0	0	+0
X	Tumble					
-	Use Magic Device					

Campaign

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Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered A bald African American male, Shabazz stands at 6' 2" and weighs in at an impressive 210 lbs. On his right shoulder he has a tattoo of the 101st Airborne Division's "Screaming Eagle" and is missing his right eye. The scarring on right side of face is a legacy of the IED that got too close to him in Iraq, and he came to Applegate park to enjoy his first

FEATS

- Advanced Firearms Proficiency
- Combat Martial Arts
- Exotic Firearms (Heavy Machine Guns)
- Personal Firearms Proficiency
- Simple Weapons Proficiency

LANGUAGES

Native Language (Speak, Read & Write)	

ALLEGIANCES

101st Airborne Division, US Army, America

Carrying Capacity: Light 0 - 116lb.; Medium 117 - 233lb.; Heavy 234 - 350lb.

TALENTS & SPECIAL ABILITIES

-1 to all ranged attacks due to uncompensated vision impairment

Character Record Sheet

Sean Brostik

Name				Player	
Fast 3		3		Criminal	
Classes		Character Level		Occupation	
19	M	5'9"	175lbs	Wealth +2; Hide; Knowledge (Streetwise); Brawl;	
Age	Gender	Height	Weight		

ABILITIES

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH	12	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	10	+0	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10	+0	
CHA CHARISMA	14	+2	

TOTAL		CURRENT HP						PENALTY	
HP hit points	14							0	
DEFENSE	16	= 10	+4	+0	+2	+0	+0	16	14
TOTAL			CLASS BONUS	EQUIPMENT BONUS	DEX MOD.	SIZE MOD.	MISC BONUS	Touch Defense	Flatfooted Defense

SAVING THROWS

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC. MOD.		
FORTITUDE (CONSTITUTION)	+1	=	1	+0	+0	REPUTATION	+1
REFLEX (DEXTERITY)	+4	=	2	+2	+0	ACTION POINTS	1
WILL (WISDOM)	+1	=	1	+0	+0	WEALTH BONUS	+0

ATTACKS

ATTACKS

	TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.
MELEE ATTACK BONUS	+3	=	2	+1	+0	
RANGED ATTACK BONUS	+3	=	2	+2	+0	-1
	TOTAL		BASE ATTACK BONUS	DEX MOD.	SIZE MOD.	MISC MOD.

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON		TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS				
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOUR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES		
-0				+8			

SKILLS

Max Ranks: 6 / 3

cc	Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.
-	Autohypnosis					
C	Balance	Dex	+2	+2	0	+0
X	Bluff	Cha	+4	+2	0	+2
X	Climb	Str	+1	+1	0	+0
X	Computer Use	Int	+1	+1	0	+0
X	Concentration	Con	+0	+0	0	+0
	Craft:					
X	Chemical	Int	+3	+1	2	+0
X	Electronic					
C	Mechanical	Int	+3	+1	2	+0
X	Pharmeceutical					
X	Structural	Int	+1	+1	0	+0
X	Visual Art	Int	+1	+1	0	+0
X	Writing	Int	+1	+1	0	+0
X	Decipher Script	Int	+1	+1	0	+0
X	Demolitions					
X	Diplomacy	Cha	+2	+2	0	+0
X	Disable Device					
X	Disguise	Cha	+4	+2	0	+2
C	Drive	Dex	+4	+2	2	+0
C	Escape Artist	Dex	+2	+2	0	+0
X	Forgery	Int	+1	+1	0	+0
X	Gamble	Wis	+0	+0	0	+0
X	Gather Information	Cha	+2	+2	0	+0
X	Handle Animal					
C	Hide	Dex	+6	+2	3	+1
X	Intimidate	Cha	+2	+2	0	+0
X	Investigate					
X	Jump	Str	+1	+1	0	+0
	Knowledge:					
X	Arcane Lore					
X	Art					
X	Behavioural Sciences					
X	Business					
X	Civics					
C	Current Events	Int	+4	+1	3	+0
X	Earth and Life Sciences					
X	History					
X	Physical Sciences					
C	Popular Culture	Int	+4	+1	3	+0
C	Streetwise	Int	+7	+1	5	+1
X	Tactics					
X	Technology					
X	Theology and Philosophy					
X	Listen	Wis	+0	+0	0	+0
C	Move Silently	Dex	+5	+2	3	+0
X	Navigate	Int	+1	+1	0	+0
	Perform:					
X	Act	Cha	+2	+2	0	+0
X	Dance	Cha	+2	+2	0	+0
X	Keyboards	Cha	+2	+2	0	+0
X	Percussion Instruments	Cha	+2	+2	0	+0
X	Sing	Cha	+2	+2	0	+0
X	Stand-Up	Cha	+2	+2	0	+0
X	Stringed Instruments	Cha	+2	+2	0	+0
X	Wind Instruments	Cha	+2	+2	0	+0
C	Pilot					
C	Profession	Wis	+3	+0	3	+0
-	Psicraft					
X	Repair					
X	Research	Int	+1	+1	0	+0
C	Ride	Dex	+2	+2	0	+0
X	Search	Int	+1	+1	0	+0
X	Sense Motive	Wis	+0	+0	0	+0
C	Sleight of Hand	Dex	+5	+2	3	+0
-	Spellcraft					
X	Spot	Wis	+0	+0	0	+0
X	Survival	Wis	+0	+0	0	+0
X	Swim	Str	+1	+1	0	+0
X	Treat Injury	Wis	+0	+0	0	+0
C	Tumble	Dex	+5	+2	3	+0
-	Use Magic Device					

Campaign

Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered A scrawny male Caucasian about 19 with mid-back brown hair, Sean is a greasy little drug dealer who came out to Applegate to make a deal to sell the oxycottin he robbed an old lady for. He walks with a strut, and is dating Hilda Mayten, often making loud, lewd remarks toward her and publicly fondling her.

FEATS

Brawl
Deceptive
Dodge (+1 Dodge bonus versus selected opponent)
Simple Weapons Proficiency
Streetfighting

LANGUAGES

Native Language (Speak, Read & Write)	
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ALLEGIANCES

Carrying Capacity: Light 0 - 86lb.; Medium 87 - 173lb.; Heavy 174 - 260lb.

TALENTS & SPECIAL ABILITIES



Character Record Sheet

Hilda Mayten

Name				Player	
Charismatic 3			3		
Classes			Character Level		
16		F	5'2"		120lbs
Age		Gender	Height		Weight
Wealth +2; Disable Device; Knowledge (Streetwise); Brawl;					

ABILITIES

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH	10	+0	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	10	+0	
INT INTELLIGENCE	12	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	13	+1	

Human		Med. Humanoid		5' (5x5)	
Race		Size & Type		Reach	
INITIATIVE MODIFIER		TOTAL +2	DEX MOD.	MISC MOD.	
		=	2	+0	
BASE ATTACK		+1	DAMAGE REDUCTION		
SPEED		30'			
Other Speed					

TOTAL		CURRENT HP						PENALTY	
HP hit points	11							0	
DEFENSE	13	= 10	+1	+0	+2	+0	+0	13	11
TOTAL								Touch Defense	Flatfooted Defense
		CLASS BONUS	EQUIPMENT BONUS	DEX MOD.	SIZE MOD.	MISC BONUS			

SAVING THROWS

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC MOD.	
FORTITUDE (CONSTITUTION)	+2	=	2	+0	+0	REPUTATION +2
REFLEX (DEXTERITY)	+4	=	2	+2	+0	ACTION POINTS 1
WILL (WISDOM)	+3	=	1	+2	+0	WEALTH BONUS +0

ATTACKS

ATTACKS

	TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC MOD.
MELEE ATTACK BONUS	+1	=	1	+0	+0	
RANGED ATTACK BONUS	+2	=	1	+2	+0	-1
	TOTAL		BASE ATTACK BONUS	DEX MOD.	SIZE MOD.	MISC MOD.

WEAPON		TOTAL ATTACK BONUS				
.22 Pistol		+3		2d4	20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
20'	1lb.	Ballistic	Tiny	RoF S; 9 box; (.22 autoloader)		

WEAPON			TOTAL ATTACK BONUS			
Knife			+1		1d4	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
10'	1lb.	Piercing	Tiny			

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON				TOTAL ATTACK BONUS	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON				TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOUR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES		
-0				+8			

SKILLS

Max Ranks: 6 / 3

cc	Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.
----	------------	-------------	------------	--------------	-------	------------

- | | | | | | | |
|--------------------|-------------------------|-----|----|----|---|----|
| Autophynosis | | | | | | |
| X | Balance | Dex | +2 | +2 | 0 | +0 |
| X | Bluff | Cha | +8 | +1 | 5 | +2 |
| X | Climb | Str | +0 | +0 | 0 | +0 |
| X | Computer Use | Int | +1 | +1 | 0 | +0 |
| X | Concentration | Con | +0 | +0 | 0 | +0 |
| Craft: | | | | | | |
| X | Chemical | | | | | |
| X | Electronic | | | | | |
| X | Mechanical | | | | | |
| X | Pharmeceutical | | | | | |
| X | Structural | Int | +1 | +1 | 0 | +0 |
| C | Visual Art | Int | +1 | +1 | 0 | +0 |
| C | Writing | Int | +1 | +1 | 0 | +0 |
| X | Decipher Script | Int | +1 | +1 | 0 | +0 |
| Demolitions | | | | | | |
| C | Diplomacy | Cha | +1 | +1 | 0 | +0 |
| C | Disable Device | Int | +6 | +1 | 5 | +0 |
| C | Disguise | Cha | +3 | +1 | 0 | +2 |
| X | Drive | Dex | +3 | +2 | 1 | +0 |
| X | Escape Artist | Dex | +2 | +2 | 0 | +0 |
| X | Forgery | Int | +1 | +1 | 0 | +0 |
| X | Gamble | Wis | +2 | +2 | 0 | +0 |
| C | Gather Information | Cha | +1 | +1 | 0 | +0 |
| C | Handle Animal | | | | | |
| X | Hide | Dex | +5 | +2 | 1 | +2 |
| C | Intimidate | Cha | +1 | +1 | 0 | +0 |
| X | Investigate | | | | | |
| X | Jump | Str | +0 | +0 | 0 | +0 |
| Knowledge: | | | | | | |
| C | Arcane Lore | | | | | |
| C | Art | | | | | |
| C | Behavioural Sciences | | | | | |
| C | Business | Int | +4 | +1 | 3 | +0 |
| C | Civics | | | | | |
| C | Current Events | Int | +3 | +1 | 2 | +0 |
| X | Earth and Life Sciences | | | | | |
| X | History | | | | | |
| X | Physical Sciences | Int | +2 | +1 | 1 | +0 |
| X | Popular Culture | Int | +4 | +1 | 3 | +0 |
| C | Streetwise | Int | +6 | +1 | 4 | +1 |
| X | Tactics | Int | +3 | +1 | 2 | +0 |
| X | Technology | | | | | |
| C | Theology and Philosophy | | | | | |
| X | Listen | Wis | +5 | +2 | 1 | +2 |
| X | Move Silently | Dex | +5 | +2 | 1 | +2 |
| X | Navigate | Int | +1 | +1 | 0 | +0 |
| Perform: | | | | | | |
| C | Act | Cha | +1 | +1 | 0 | +0 |
| C | Dance | Cha | +1 | +1 | 0 | +0 |
| C | Keyboards | Cha | +1 | +1 | 0 | +0 |
| C | Percussion Instruments | Cha | +1 | +1 | 0 | +0 |
| C | Sing | Cha | +1 | +1 | 0 | +0 |
| C | Stand-Up | Cha | +1 | +1 | 0 | +0 |
| C | Stringed Instruments | Cha | +1 | +1 | 0 | +0 |
| C | Wind Instruments | Cha | +1 | +1 | 0 | +0 |
| X | Pilot | | | | | |
| C | Profession | Wis | +7 | +2 | 5 | +0 |
| - | Psicraft | | | | | |
| X | Repair | | | | | |
| X | Research | Int | +1 | +1 | 0 | +0 |
| X | Ride | Dex | +2 | +2 | 0 | +0 |
| X | Search | Int | +2 | +1 | 1 | +0 |
| X | Sense Motive | Wis | +2 | +2 | 0 | +0 |
| X | Sleight of Hand | | | | | |
| - | Spellcraft | | | | | |
| X | Spot | Wis | +4 | +2 | 0 | +2 |
| X | Survival | Wis | +2 | +2 | 0 | +0 |
| X | Swim | Str | +0 | +0 | 0 | +0 |
| X | Treat Injury | Wis | +2 | +2 | 0 | +0 |
| X | Tumble | | | | | |
| - | Use Magic Device | | | | | |
| Read/Write Spanish | | | | | | |
| Speak Spanish | | | | | | |

Campaign

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Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered A female Caucasian who looks about 20 but is only 16, Hilda has short black hair, a pierced lip and eyebrow, and is scrawny and skuzzy looking. She is Sean's "squeeze", using him to gain knowledge of Sean's drug contacts in order to eventually cut his throat and take over his business. She is looking at this as the perfect opportunity to kill her

FEATS

- Alertness
- Brawl
- Deceptive
- Simple Weapons Proficiency
- Stealthy

LANGUAGES

Native Language (Speak, Read & Write)	
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ALLEGIANCES

Carrying Capacity: Light 0 - 66lb.; Medium 67 - 133lb.; Heavy 134 - 200lb.

TALENTS & SPECIAL ABILITIES



d20 Modern
Character Record Sheet

Tanner Johnson
Name: Tanner Johnson
Player:
Classes: Smart 3, 3
Character Level: 3
Occupation: Academic
Wealth +3; Computer Use; Knowledge (Physical Sciences); Research;

ABILITIES

Table with 3 columns: Ability Name, Ability Score, Ability Modifier. Rows include STR (10, +0), DEX (12, +1), CON (13, +1), INT (15, +2), WIS (14, +2), and CHA (10, +0).

Human, Med. Humanoid, 5' (5x5)
Race: Human
Size & Type: Med. Humanoid
Reach: 5' (5x5)
INITIATIVE: +1 = 1 +0
BASE ATTACK: +1
SPEED: 30'
Other Speed:
DAMAGE REDUCTION:
Other:

HP: 14, DEFENSE: 12
Hit points: 14
Defense: 12
Current HP:
Armour Penalty: 0
Touch Defense: 12, Flatfooted Defense: 11

SAVING THROWS

Fortitude: +2, Reflex: +2, Will: +4
Reputation: +1, Action Points: 1, Wealth Bonus: +0

ATTACKS

Melee Attack Bonus: +1, Ranged Attack Bonus: +1
Base Attack Bonus: 1, Str Mod: +0, Size Mod: +0, Misc Mod:
Base Attack Bonus: 1, Dex Mod: +1, Size Mod: +0, Misc Mod: -1

Weapon and Armour tables with columns for Range, Weight, Type, Size, Special Properties, AC, Max Speed, Size, MDB, and Special Properties.

SKILLS

Table with 6 columns: Skill Name, Key Ability, Skill Mod., Ability Mod., Ranks, Misc. Mod. Lists various skills like Autohypnosis, Balance, Bluff, Climb, Computer Use, Concentration, Craft, Chemical, Electronic, Mechanical, Pharmaceutical, Structural, Visual Art, Writing, Decipher Script, Demolitions, Diplomacy, Disable Device, Disguise, Drive, Escape Artist, Forgery, Gamble, Gather Information, Handle Animal, Hide, Intimidate, Investigate, Jump, Knowledge, Arcane Lore, Art, Behavioural Sciences, Business, Civics, Current Events, Earth and Life Sciences, History, Physical Sciences, Popular Culture, Streetwise, Tactics, Technology, Theology and Philosophy, Listen, Move Silently, Navigate, Perform, Act, Dance, Keyboards, Percussion Instruments, Sing, Stand-Up, Stringed Instruments, Wind Instruments, Pilot, Profession, Repair, Research, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Treat Injury, Tumble, Use Magic Device, Read/Write (Japanese), Read/Write (Cantonese), Read/Write (Spanish), Read/Write (Russian), Read/Write (German), Speak (Japanese), Speak (Cantonese), Speak (Spanish), Speak (Russian), Speak (German).

Campaign

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Experience

EQUIPMENT

[illegible]

FX ABILITIES

[illegible]

Notes & Description

Unencumbered A 22 year old Oriental man, Tanner is a fourth year computer technology student at a nearby university who has come up to the lake to do a bit of swimming and relaxing. He wears his black hair in a pony tail and rode his bicycle out here, chaining it up to a tree in the parking lot.

FEATS

Attentive
Educated: Knowledge (Earth and Life Sciences) & Knowledge (Physical Sciences)
Simple Weapons Proficiency
Studious

LANGUAGES

Native Language (Speak, Read & Write)	
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ALLEGIANCES

Carrying Capacity: Light 0 - 66lb.; Medium 67 - 133lb.; Heavy 134 - 200lb.

TALENTS & SPECIAL ABILITIES

Date	Time	Location	Weather	Wind	Temp	Humidity	Pressure	Visibility	Clouds	Precip	Remarks

d20 Modern

Character Record Sheet

Miguel Sanchez

Name				Player	
Dedicated 3			3		
Classes			Character Level		
37		M		6'	
Age		Gender		Height	
				180lbs	
				Weight	

Investigative	
Occupation	
Wealth +2; Gather Information; Research;	
Personal Firearms Proficiency;	

ABILITIES

ABILITIES		Ability Score	Ability Modifier
STR STRENGTH	15	+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	10	+0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	+0	
CHA CHARISMA	12	+1	

Human		Med. Humanoid		5' (5x5)	
Race		Size & Type		Reach	
INITIATIVE MODIFIER		TOTAL +1	DEX MOD. = 1	MISC MOD. +0	
BASE ATTACK		+2		DAMAGE REDUCTION	
SPEED		30'			
Other Speed					

TOTAL		CURRENT HP					PENALTY		
HP hit points	11						0		
DEFENSE	13	= 10	+2	+0	+1	+0	+0	13	12
TOTAL		CLASS BONUS EQUIPMENT BONUS DEX MOD. SIZE MOD. MISC BONUS					Touch Defense	Flatfooted Defense	

SAVING THROWS

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MOD.	MISC. MOD.	
FORTITUDE (CONSTITUTION)	+2	=	2	+0	+0	REPUTATION +1
REFLEX (DEXTERITY)	+2	=	1	+1	+0	ACTION POINTS 1
WILL (WISDOM)	+2	=	2	+0	+0	WEALTH BONUS +0

ATTACKS

ATTACKS		TOTAL	=	BASE ATTACK BONUS	STR MOD.	SIZE MOD.	MISC. MOD.
MELEE	ATTACK BONUS	+4	=	2	+2	+0	
RANGED	ATTACK BONUS	+2	=	2	+1	+0	-1

WEAPON			TOTAL ATTACK BONUS			
Knife			+4		1d4+2	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
10'	1lb.	Piercing	Tiny			

WEAPON		TOTAL ATTACK BONUS		
.38 S&W		+4	2d6	20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
40'	3lb.	Ballistic	Med	RoF S; 6 cyl.; (.357 revolver)

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON				TOTAL ATTACK BONUS			
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

WEAPON			TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON				TOTAL ATTACK BONUS		
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOUR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
ACP	WEIGHT	MAX SPEED	SIZE	MDB	SPECIAL PROPERTIES		
-0				+8			

SKILLS

Max Ranks: 6 / 3

cc	Skill Name	Key Ability	Skill Mod.	Ability Mod.	Ranks	Misc. Mod.
-	Autohypnosis					
X	Balance	Dex	+1	+1	0	+0
X	Bluff	Cha	+2	+1	1	+0
X	Climb	Str	+2	+2	0	+0
X	Computer Use	Int	+3	+2	1	+0
X	Concentration	Con	+0	+0	0	+0
-	Craft:					
X	Chemical					
X	Electronic					
X	Mechanical					
C	Pharmaceutical					
X	Structural	Int	+2	+2	0	+0
C	Visual Art	Int	+2	+2	0	+0
C	Writing	Int	+4	+2	2	+0
X	Decipher Script	Int	+4	+2	0	+2
X	Demolitions					
X	Diplomacy	Cha	+2	+1	1	+0
X	Disable Device					
X	Disguise	Cha	+1	+1	0	+0
X	Drive	Dex	+2	+1	1	+0
X	Escape Artist	Dex	+1	+1	0	+0
X	Forgery	Int	+2	+2	0	+0
C	Gamble	Wis	+0	+0	0	+0
C	Gather Information	Cha	+5	+1	4	+0
X	Handle Animal					
X	Hide	Dex	+1	+1	0	+0
X	Intimidate	Cha	+1	+1	0	+0
C	Investigate					
X	Jump	Str	+2	+2	0	+0
-	Knowledge:					
C	Arcane Lore					
C	Art					
C	Behavioural Sciences					
C	Business					
C	Civics					
C	Current Events	Int	+4	+2	2	+0
C	Earth and Life Sciences					
C	History					
C	Physical Sciences					
C	Popular Culture					
C	Streetwise	Int	+5	+2	3	+0
C	Tactics	Int	+4	+2	2	+0
C	Technology					
C	Theology and Philosophy					
C	Listen	Wis	+2	+0	2	+0
X	Move Silently	Dex	+1	+1	0	+0
X	Navigate	Int	+2	+2	0	+0
-	Perform:					
X	Act	Cha	+1	+1	0	+0
X	Dance	Cha	+1	+1	0	+0
X	Keyboards	Cha	+1	+1	0	+0
X	Percussion Instruments	Cha	+1	+1	0	+0
X	Sing	Cha	+1	+1	0	+0
X	Stand-Up	Cha	+1	+1	0	+0
X	Stringed Instruments	Cha	+1	+1	0	+0
X	Wind Instruments	Cha	+1	+1	0	+0
X	Pilot					
C	Profession	Wis	+2	+0	2	+0
-	Psicraft					
X	Repair					
C	Research	Int	+9	+2	5	+2
X	Ride	Dex	+1	+1	0	+0
X	Search	Int	+2	+2	0	+0
C	Sense Motive	Wis	+2	+0	2	+0
X	Sleight of Hand					
-	Spellcraft					
C	Spot	Wis	+2	+0	2	+0
C	Survival	Wis	+2	+0	2	+0
X	Swim	Str	+2	+2	0	+0
C	Treat Injury	Wis	+2	+0	2	+0
X	Tumble					
-	Use Magic Device					
-	Read/Write (Spanish)					
-	Read/Write (Cantonese)					
-	Speak (Spanish)					
-	Speak (Cantonese)					

Campaign

Experience

EQUIPMENT

Jeans (0lb.)	
Hiking Boots (0lb.)	
Flannel Shirt (0lb.)	
Backpack (0lb.)	
Hunting Knife (0lb.)	
.38 S&W Pistol (0lb.)	
Sleeping Bag (0lb.)	
One man Tent (0lb.)	
Canteen (0lb.)	
12 Rounds for S&W (0lb.)	

FX ABILITIES

Notes & Description

Unencumbered A Hispanic male in his late 30's, Migueal Sanchez has been a bounty hunter and private detective his entire life, specializing in high-risk contracts. Born and raised in the LA Barrio's, he is fluent in Spanish, English, and to the surprise of many of his oriental targets, Cantonese. He is also able to understand the gist of what is being said in

FEATS

Combat Martial Arts
Personal Firearms Proficiency
Simple Weapons Proficiency
Studious
Track

LANGUAGES

Native Language (Speak, Read & Write)	
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ALLEGIANCES

Carrying Capacity: Light 0 - 133lb.; Medium 134 - 266lb.; Heavy 267 - 400lb.

TALENTS & SPECIAL ABILITIES

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