

Cian Brant

NAME

Nec3

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	21	+5	21	+5	21	+5
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	12	+1	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+1	20/x2	5 ft.

*Auto Pistol		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary		M	20/x0	5 ft.
30 ft.	40 ft.	80 ft.	120 ft.	160 ft.		
TH +6	+5	+3	+1	-1		
Dam 2d6+1	2d6	2d6	2d6	2d6		
Special Properties	Lic, Semi and Automatic					

Pistol		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M	20/x0	5 ft.
30 ft.	60 ft.	90 ft.	120 ft.	150 ft.		
TH +6	+3	+1	-1	-3		
Dam 2d4+1	2d4	2d4	2d4	2d4		
Special Properties	Lic, Semiautomatic					

Pistol Whip		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d4+1				
Special Properties						

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Matt Keffer

PLAYERNAME

Human

Medium

5' 7"

156 lbs.

VISION

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

0

Male

EYES

HAIR

POINTS

AGE

GENDER

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP
hit points

43

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+3

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/6
					RANKS	MISC MODIFIER
✓ Appraise	INT	8	=	5	+ 3.0	+
✓ Balance	DEX	2	=	2	+	+
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	1	=	1	+	+
✓ Computer Use	INT	11	=	5	+ 6.0	+
✓ Concentration	CON	8	=	2	+ 6.0	+
✓ Craft (Writing)	INT	5	=	5	+	+
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Drive	DEX	2	=	2	+	+
✓ Escape Artist	DEX	2	=	2	+	+
✓ Forgery	INT	5	=	5	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	6	=	3	+ 3.0	+
✓ Hide	DEX	2	=	2	+	+
✓ Intimidate	CHA	1	=	1	+	+
✓ Intimidate (Physical)	STR	1	=	1	+	+
✓ Jump	STR	1	=	1	+	+
Knowledge (Art)	INT	8	=	5	+ 3.0	+
Knowledge (Behavioral Sciences)	INT	8	=	5	+ 3.0	+
Knowledge (Business)	INT	8	=	5	+ 3.0	+
Knowledge (Civics)	INT	8	=	5	+ 3.0	+
Knowledge (Current Events)	INT	8	=	5	+ 3.0	+
Knowledge (Earth and Life Sciences)	INT	8	=	5	+ 3.0	+
Knowledge (History)	INT	8	=	5	+ 3.0	+
Knowledge (Occult)	INT	11	=	5	+ 6.0	+
Knowledge (Physical Sciences)	INT	8	=	5	+ 3.0	+
Knowledge (Popular Culture)	INT	8	=	5	+ 3.0	+
Knowledge (Streetwise)	INT	8	=	5	+ 3.0	+
Knowledge (Tactics)	INT	8	=	5	+ 3.0	+
Knowledge (Technology)	INT	11	=	5	+ 6.0	+
Knowledge (Theology and Philosophy)	INT	8	=	5	+ 3.0	+
✓ Listen	WIS	3	=	3	+	+
✓ Move Silently	DEX	2	=	2	+	+
✓ Navigate	INT	5	=	5	+	+
✓ Research	INT	11	=	5	+ 6.0	+
✓ Ride	DEX	2	=	2	+	+
✓ Search	INT	5	=	5	+	+
✓ Sense Motive	WIS	3	=	3	+	+
Speak Language(Japanese, German)		3	=	0	+ 3.0	+
Spellcraft	INT	11	=	5	+ 6.0	+
✓ Spot	WIS	6	=	3	+ 3.0	+
✓ Survival	WIS	3	=	3	+	+
✓ Swim	STR	1	=	1	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Auto Pistol	Equipped	1	4.0	0.0	
0 lbs. Lic, Semi and Automatic					
Pistol	Carried	1	2.0	0.0	
0 lbs. Lic, Semiautomatic					
Pistol Whip	Carried	1	0.0	0.0	
Walkie-Talkie Helmet (Military)	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			6 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

FEATS	
Opportunist	Make additional attack against foe struck by other.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

PROFICIENCIES	
Assault Rifle, Auto Pistol, Bayonet, Bow, Brass Knuckles, Chain, Club, Concealed Pistol, Crossbow, Dynamite, Frag Grenade, Grapple, Greataxe, Greatsword, Knife, Longspear, Molotov Cocktail, Pepper Spray, Pistol, Pistol Whip, Plastic Explosive, Rifle, Rifle Butt, Sap, Shotgun, Shuriken, Smoke Grenade, Sniper Rifle, Spear, Submachine Gun, Taser, Teargas Grenade, Thermite Grenade, Throwing Axe, Tranquilizer Gun, Unarmed, Unarmed Strike, Whip, Zip Gun	

LANGUAGES	
English, German, Japanese	

Notes:

Character Sheet Notes: