

Deborah Shopan Demetri

Donnamarie

None

NAME	PLAYERNAME	DEITY	ALIGNMENT
Awakened1	Human	Medium	5' 9"
CLASS	EXPERIENCE	RACE	SIZE
1	1000	19	Female
Character Level	NEXT LEVEL	AGE	GENDER
		EYES	HAIR
			POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
STR Strength	12	+1	12	+1	12	+1	HP hit points	40							Walk 30 ft.						
DEX Dexterity	18	+4	18	+4	18	+4	AC armor class	16	: 12 :	16	= 10	+ 0	+ 0	+ 4	+ 0	+ 0	+ 2		0	+0	0
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
CON Constitution	14	+2	14	+2	14	+2	INITIATIVE modifier	+8	=	+4	+	+4	SKILLS KEY ABILITY SKILL MODIFIER ABILITY MODIFIER MAX RANKS 4/4 MISC MODIFIER								
INT Intelligence	19	+4	19	+4	19	+4															
WIS Wisdom	12	+1	12	+1	12	+1	BASE ATTACK bonus		+3												
CHA Charisma	14	+2	14	+2	14	+2															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+1	+2	+0	+0	+0		
REFLEX (dexterity)	+5	+1	+4	+0	+0	+0		
WILL (wisdom)	+5	+4	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+3	+1	+0	+0	+0	
RANGED attack bonus	+7	+3	+4	+0	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+1	20/x2	5 ft.

Knife				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x0	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+4	1d4+1	2W-P-(OH)	-2			1d4+1	
1H-O	+0	1d4	2W-P-(OL)	+0			1d4+1	
2H	+4	1d4+1	2W-OH	-6			1d4	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+7	+5	+3	+1			-1	
Dam	1d4+1	1d4+1	1d4+1	1d4+1			1d4+1	
Special Properties								

Pistol				Hand	Type	Size	Critical	Reach
				Carried		M	20/x0	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.		150 ft.		
TH	+7	+5	+3	+1		-1		
Dam	2d4	2d4	2d4	2d4		2d4		
Special Properties				Lic				

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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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/4
✓ Appraise	INT	4	=	4	+	+
✓ Balance	DEX	8	=	4	+	4.0
✓ Bluff	CHA	2	=	2	+	+
✓ Climb	STR	1	=	1	+	+
✓ Computer Use	INT	4	=	4	+	+
✓ Concentration	CON	2	=	2	+	+
✓ Craft (Writing)	INT	4	=	4	+	+
✓ Demolitions	INT	8	=	4	+	4.0
✓ Diplomacy	CHA	2	=	2	+	0.5
✓ Disable Device	INT	8	=	4	+	4.0
✓ Disguise	CHA	2	=	2	+	+
✓ Drive	DEX	6	=	4	+	2.0
✓ Escape Artist	DEX	8	=	4	+	4.0
✓ Forgery	INT	8	=	4	+	4.0
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Hide	DEX	8	=	4	+	4.0
✓ Intimidate	CHA	2	=	2	+	+
✓ Jump	STR	1	=	1	+	+
✓ Listen	WIS	2	=	1	+	1.5
✓ Move Silently	DEX	8	=	4	+	4.0
✓ Navigate	INT	4	=	4	+	+
✓ Open Lock	DEX	8	=	4	+	4.0
✓ Perform (Comedy)	CHA	4	=	2	+	2.0
✓ Perform (Sing)	CHA	4	=	2	+	2.0
✓ Profession	WIS	3	=	1	+	2.0
✓ Research	INT	4	=	4	+	+
✓ Ride	DEX	4	=	4	+	+
✓ Search	INT	4	=	4	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Sleight of Hand	DEX	8	=	4	+	4.0
✓ Speak Language(Welsh, Swedish)		2	=	0	+	2.0
✓ Spot	WIS	3	=	1	+	2.0
✓ Survival	WIS	3	=	1	+	2.0
✓ Swim	STR	1	=	1	+	+
✓ Tumble	DEX	11	=	4	+	4.0
✓ Use Rope	DEX	8	=	4	+	4.0
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills

Taser			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	E	M	20/x0	5 ft.
	5 ft.	10 ft.	15 ft.	20 ft.	25 ft.		
TH	+7	+5	+3	+1	-1		
Dam	1d4	1d4	1d4	1d4	1d4		
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Knife	Carried	1	1.0	0.0	
Pistol	Carried	1	2.0	0.0	
0 lbs. Lic					
Pistol Whip	Carried	1	0.0	0.0	
Taser	Carried	1	2.0	0.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			5 lbs.	0.0 gp	

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

SPECIAL QUALITIES	
Human Spirit	
Gain humanity point each level	

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Skill Focus (Tumble)	You get a +3 bonus on all checks involving that skill.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

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 Strike, Whip, Zip Gun

LANGUAGES
English, Gaelic (Irish), Japanese, Korean, Swedish, Welsh