

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

conditional modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

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

Shotgun (Slug)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M	none/x0	5 ft.
30 ft.	60 ft.	90 ft.	120 ft.	150 ft.		
TH	+6	+3	+1	-1	-3	
Dam	2d8+1	2d8	2d8	2d8	2d8	
Special Properties	Lic, Semiautomatic					

*: 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

22

Male

EYES

Blond,

POINTS

AGE

GENDER

HAIR

HP
hit points

43

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

INITIATIVE
modifier

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+3

DEITY

ALIGNMENT

5' 7"

156 lbs.

VISION

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

22

Male

EYES

Blond,

POINTS

AGE

GENDER

HAIR

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 Whip	Carried	1	0.0	0.0	
Shotgun (Slug)	Carried	1	7.0	0.0	
0 lbs. Lic, Semiautomatic					
Silencer	Equipped	1	0.0	0.0	
DC 15 Listen check to locate the source of the gunfire.					
Walkie-Talkie Helmet (Military)	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			11 lbs.	0.0 gp	

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

Mage Gnosis	
Component Focus (Metaspell, Range)	
Reduce the component cost of one component by -2.	

SPECIAL QUALITIES	
Mage Components	
105	
Rotes	
A rote is a codified spell; mages have cast it many times and know how to do so for the best possible effect. A starting mage knows all the rotes in this book (see Chapter 5: Magic, "Rote Spells") and gains a bonus on Spellcraft checks to cast certain rotes for which his path has affinity.	
Spell Affinity	
Mages are skilled practitioners of magic; they can tap their power to enhance their ability to concentrate or understand magic. A mage can spend components to modify Concentration or Spellcraft checks; each component adds a +1 bonus on one check. Components spent this way do not add to the spell's exhaustion rating. A mage does not need to choose a component category from which to spend these components. You don't need to specify that these are Range or Heal components; just mark them off from your daily total. These components are used up whether or not the roll succeeds. Using this ability does not require an action; it is just a natural part of using the skill, and you can even use it when it is not your turn. You must decide whether to spend components, and how many to spend, before you make the Concentration or Spellcraft check.	
Spells	
Spells are mages' weapons, armor and universal tools. Mages build spells as a mason builds walls out of bricks - piece by piece, with units called components. At low levels, a mage has few components at his disposal, but at higher levels, he can cast dozens of weak spells or several great spells in the course of a day. Components are divided into categories such as Range, Heal and Illusion. For more information on building and casting spells, see Chapter 5: Magic.	

FEATS	
Opportunist	
Once per round, you can make an immediate attack of opportunity against an opponent whom another character has just damaged with a melee attack. You get this attack regardless of whether the foe has taken an action that normally would provoke an attack of opportunity. This attack counts as your attack of opportunity for that round. Even a character with Combat Reflexes can't use Opportunist more than once per round, however.	
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: