

NAME		PLAYERNAME		DEITY		ALIGNMENT
Appr6	15000	Human	Medium	5' 8"	150 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
6	21000	0	Male			86
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3 =	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+3 =	+2	+1	+0	+0	+0		
WILL (wisdom)	+7 =	+5	+2	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+1	=	+3	+	-2	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+1	=	+3	+	-2	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3-2	20/x2	5 ft.

*Adams 1854 Revolver				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	Ba	M	20/x0	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.		150 ft.		
TH	+5	+2	+0	-2		-4		
Dam	2d8+1	2d8	2d8	2d8		2d8		
Special Properties	6 cpl							

Metal Baton				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	BI	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam	
1H-P	+1	1d6-2	2W-P-(OH)	-5		1d6-2		
1H-O	-3	1d6-2	2W-P-(OL)	-3		1d6-2		
2H	+1	1d6-2	2W-OH	-9		1d6-2		
Special	Properties							

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		Skills					Max Ranks		9/4.5
		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier			
✓	Acrobatics	DEX	1	= 1	+	+			
✓	Athletics	STR	-2	= -2	+	+			
✓	Concentrate		0	= 0	+	+			
✓	Concentration	CON	10	= 1	+	9.0	+		
	Craft (Chemical)	INT	14	= 5	+	9.0	+		
✓	Craft (Structural)	INT	5	= 5	+	+			
✓	Craft (Visual Art)	INT	5	= 5	+	+			
✓	Craft (Visual Arts)		0	= 0	+	+			
✓	Craft (Writing)	INT	14	= 5	+	9.0	+		
✓	Deception		0	= 0	+	+			
	Decipher Script	INT	14	= 5	+	9.0	+		
✓	Escape Artist	DEX	1	= 1	+	+			
✓	Forgery	INT	5	= 5	+	+			
✓	Gamble	WIS	2	= 2	+	+			
✓	Gather Information	CHA	1	= 1	+	+			
	Investigate	INT	14	= 5	+	9.0	+		
	Knowledge (Occult)	INT	16	= 5	+	9.0	+	2	
	Knowledge (Technology)	INT	16	= 5	+	9.0	+	2	
✓	Navigate	INT	5	= 5	+	+			
✓	Notice	WIS	2	= 2	+	+			
✓	Operate Vehicle (Aircraft)	DEX	1	= 1	+	+			
✓	Operate Vehicle (Ground Vehicles)	DEX	1	= 1	+	+			
✓	Operate Vehicle (Watercraft)	DEX	1	= 1	+	+			
✓	Perform (Act)	CHA	1	= 1	+	+			
✓	Perform (Dance)	CHA	1	= 1	+	+			
✓	Perform (Keyboards)	CHA	1	= 1	+	+			
✓	Perform (Percussion Instruments)	CHA	1	= 1	+	+			
✓	Perform (Sing)	CHA	1	= 1	+	+			
✓	Perform (Stand-Up)	CHA	1	= 1	+	+			
✓	Perform (Stringed Instruments)	CHA	1	= 1	+	+			
✓	Perform (Wind Instruments)	CHA	1	= 1	+	+			
✓	Persuasion	CHA	10	= 1	+	9.0	+		
✓	Profession	WIS	11	= 2	+	9.0	+		
✓	Research	INT	16	= 5	+	9.0	+	2	
✓	Ride	DEX	1	= 1	+	+			
✓	Search	INT	5	= 5	+	+			
✓	Sense Motive	WIS	2	= 2	+	+			
✓	Stealth	DEX	1	= 1	+	+			
✓	Survival	WIS	2	= 2	+	+			
✓	Treat Injury		0	= 0	+	+			
				=	+	+			
					=	+	+		
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.									

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Adams 1854 Revolver 0 lbs. 6 cyl	Equipped	1	2.0	15.0	
Attache Case 0 lbs.	Equipped	1	2.0	7.0	
Backpack 0 lbs.	Equipped	1	3.0	10.0	
Fake ID	Equipped	1	0.0	0.0	
Metal Baton	Carried	1	2.0	8.0	
Overcoat (Cloth)	Equipped	1	10.0	12.0	
Shirt (Average)	Carried	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			9 lbs.	57.0 gp	

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

SPECIAL QUALITIES
Summon Familiar

TALENTS
<p>Hand of the Apprentice As a standard action, you can summon a ghostly hand to do your bidding. This functions like mage hand with the following changes. When summoned, the hand can draw a weapon on your person as a free action. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus plus your Intelligence modifier for both attack and damage. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.</p> <p>Metamagic Mastery You can apply any metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day.</p> <p>Significant Other</p>

FEATS
<p>Personal Firearms Proficiency The character can fire any personal firearm without penalty</p> <p>Photographic Memory See text</p> <p>Point Blank Shot The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet</p> <p>Simple Weapons Proficiency The character makes attack rolls with simple weapons normally</p>

PROFICIENCIES
<p>Adams 1854 Revolver, Brass Knuckles, Brown Bess, Cleaver, Club, Colt Lightning, Colt New Model Army, Colt Peacemaker, Colt Thunderer, Colt Walker Dragoon, Crossbow, Henry Rifle, Javelin, Knife, M 1816 Flintlock Musket, M 1842 Percussion Musket, Martini-Henry Carbine, Martini-Henry Rifle, Metal Baton, Percussion Revolver 1856, Pistol Whip, Pocket Deringer, Quarterstaff, Remington Double Derringer, Remington Pocket Pistol, Remington Single-Barrel, Rifle Butt, S W Schofield, Sap, Sharps Carbine, Sharps Pepperbox, Sharps Rifle, Spencer Carbine, Stun Gun, Tonfa, Unarmed Strike, Volcanic Navy Pistol 1854, Webley Mark, Webley RIC, Whip, Winchester Lever-Action, Winchester Model 1873</p>

LANGUAGES
Cantonese

TEMPLATES

Apprentice Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6	5	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	10	Will negates	Attack action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment [Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> Subject takes no actions for 1 round.					<i>Target:</i> One person		<i>Caster Level:</i> 1		
□□□□□ Detect Magical Aura			Attack action	Concentration, up to 1 minutes [D]	60ft.	V,S		Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Detects spells, magic items within 60 ft.					<i>Target:</i> Quarter-circle emanating from you to the extreme of the range		<i>Caster Level:</i> 1		
□□□□□ Light		None	Attack action	10 minutes [D]	Touch	V,M/DF	No	Evocation [Light]	MSRD: msrdspells.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
□□□□□ Mage Hand		No	Attack action	Concentration	Close (25 ft.)	V,S	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> Nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 1		
□□□□□ Message		None	Attack action	10 minutes	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent]	MSRD: msrdspells.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creatures		<i>Caster Level:</i> 1		
□□□□□ Prestidigitation	10	See text	Attack action	1 hour	10ft.	V,S	No	Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Perform minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□ Read Magic			Attack action	10 minutes	Personal	V,S,F		Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Read scrolls, spellbooks, and magical writing.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Resistance	10	Will negates (harmless)	Attack action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	11	Reflex half	Attack action	Instantaneous	10 ft.	V,S	Yes	Transmutation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d4 fire damage					<i>Target:</i> Semicircular burst of flames 10 ft. long, centered on your hands		<i>Caster Level:</i> 1		
□□□□□ Change Self			Attack action	10 minutes [D]	Personal	V,S		Illusion	MSRD: msrdspells.rtf
<i>Effect:</i> Changes the caster's appearance.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Comprehend Languages			Attack action	10 minutes	Personal	V,S,M/DF		Divination	MSRD: msrdspells.rtf
<i>Effect:</i> Understands all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Feather Fall	11	Will negates (harmless) or Will negates (object)	See text	Until landing or 1 rounds	Close (25 ft.)	V	Yes (object)	Transmutation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb.		<i>Caster Level:</i> 1		
□□□□□ Mage Armor	11	Will negates (harmless)	Attack action	1 hours [D]	Touch	V,S,F	Yes (harmless)	Conjuration (Creation) [Force]	MSRD: msrdspells.rtf
<i>Effect:</i> Gives subject +4 Defense bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Magic Missile		No	Attack action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d4+1 damage; 0 missiles.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sleep	11	Will negates	Attack action	1 minutes	Medium (110 ft.)	V,S,M	Yes	Enchantment [Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> Put 2d4 HD of creatures into comatose slumber.					<i>Target:</i> Several living creatures within a 15-ft.-radius burst		<i>Caster Level:</i> 1		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Darkvision	12	Will negates (harmless)	Attack action	1 hours	Touch	V,S,M	Yes (harmless)	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Invisibility	12	Will negates (harmless) or Will negates (harmless, object)	Attack action	1 minutes [D]	Personal or touch	V,S,M	Yes (harmless) or Yes (harmless, object)	Illusion	MSRD: msrdspells.rtf
<i>Effect:</i> Subject is invisible for 10 min. or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lb.		<i>Caster Level:</i> 1		
□□□□□ Knock		None	Attack action	Instantaneous [see text]	Medium (110 ft.)	V	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft.		<i>Caster Level:</i> 1		
□□□□□ Levitate		None	Attack action	1 rounds [D]	Personal or Close	V,S,F	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> Subject moves up and down at caster's direction.					<i>Target:</i> You or one willing creature or one object [total weight up to 100 lb.]		<i>Caster Level:</i> 1		
□□□□□ Protection from Arrows/Bullets	12	Will negates (harmless)	Attack action	10 minutes or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ See Invisibility		None	Attack action	10 minutes [D]	Medium (110 ft.)	V,S,M	No	Divination	MSRD: msrdspells.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> Cone		<i>Caster Level:</i> 1		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dispel Magic		None	Attack action	Instantaneous	Medium (110 ft.)	V,S	No	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 30-ft.-radius burst		<i>Caster Level:</i> 1		
□□□□□ Fireball	13	Reflex half	Attack action	Instantaneous	Long (440 ft.)	V,S,M	Yes	Evocation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d6 damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 1		

* =Domain/Specialty Spell

Apprentice Spells

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<i>Effect:</i> Projectiles deal +1d6 fire damage.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Tongues	13	Will negates (harmless)	Attack action	10 minutes	Touch	V,M/DF	No	Divination MSRD: msrdspells.rtf
<i>Effect:</i> Speak any language.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Water Breathing	13	Will negates (harmless)	Attack action	2 hours [see text]	Touch	V,S,M/DF	Yes (harmless)	Transmutation MSRD: msrdspells.rtf
<i>Effect:</i> Subjects can breathe underwater.								

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: