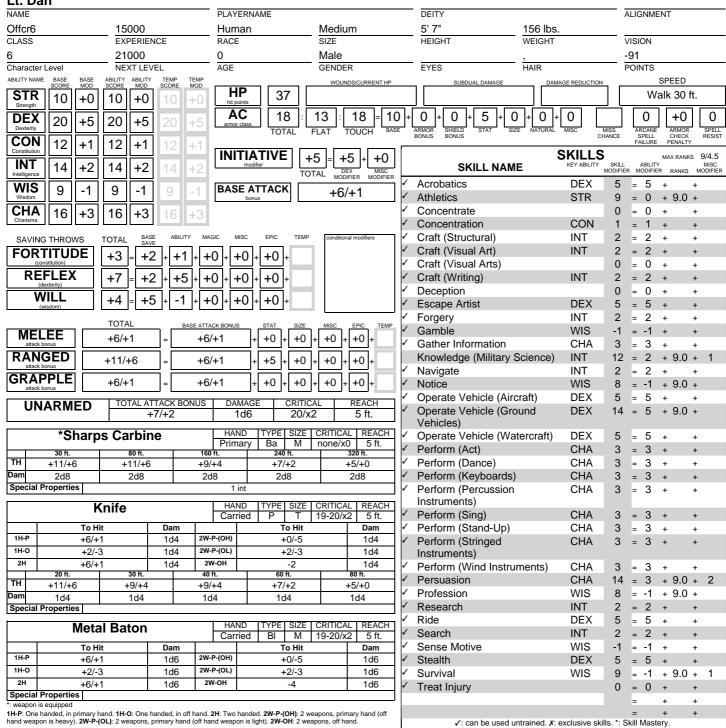
### Lt. Dan



ARMOR

AC MAXDEX CHECK SPELL FAILURE

	EQUIPI	MENT			
Γ	TEM	LOCATION	QTY	WT	COST
Sharps Carbine  O lbs. I int		Equipped	1	8.0	16.0
Backpack o lbs.		Equipped	1	3.0	10.0
Knife		Carried	1	1.0	7.0
Metal Baton		Carried	1	2.0	8.0
TOT	AL WEIGHT CARRIED	/VALUE		14 lbs.	41.0 gp

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

	SPECIAL QUALITIES
	OI LOIAL GUALITIES
<b>Branch Specialisation</b>	
Rallying Call	

	TALENTS	
<b>Tactical Deception</b>		
Unit Integrity		

## FEATS

### Advanced Firearms Proficiency

The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an auto-fire setting)

When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier

When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled

Gentry You have a British title

### Good Impression

You have the gift of gab that can convince people that you know what you're talking about (even when you don't). Before attempting a Bluff check, you may first use this feat to try to improve your chances of success

# Judge Opponent

The character can judge his or her opponent's approximate Base Attack Bonus and Hit Points Remaining from the foe's attitude and posture even without actually seeing him or her fight

# Personal Firearms Proficiency

The character can fire any personal firearm without penalty

## Power Attack

On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action

### Simple Weapons Proficiency

The character makes attack rolls with simple weapons normally

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# **PROFICIENCIES**

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

# **LANGUAGES**

Cantonese

# **TEMPLATES**

Notes:	
Character Sheet Notes:	