

Lt. Dan

NAME

Offcr6

15000

CLASS

6

Character Level

21000

NEXT LEVEL

PLAYERNAME

Human

Medium

RACE

0

AGE

Male

GENDER

DEITY

5' 7"

156 lbs.

HEIGHT

WEIGHT

VISION

-93

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

10

+0

DEX

Dexterity

20

+5

20

+5

20

+5

CON

Constitution

12

+1

12

+1

12

+1

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

9

-1

9

-1

9

-1

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

37

WOUNDS/CURRENT HP

AC

armor class

18

TOTAL

13

FLAT

18

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

0

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+2

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+5

+

-1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+11/+6

=

+6/+1

+

+5

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7/+2

1d6

20/x2

5 ft.

*Sharps Carbine

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

Ba

M

none/x0

5 ft.

30 ft.

80 ft.

160 ft.

240 ft.

320 ft.

TH

+11/+6

+11/+6

+9/+4

+7/+2

+5/+0

Dam

2d8

2d8

2d8

2d8

2d8

Special Properties

1 int

Knife

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

T

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+6/+1

1d4

2W-P-(OH)

+0/-5

1d4

1H-O

+2/-3

1d4

2W-P-(OL)

+2/-3

1d4

2H

+6/+1

1d4

2W-OH

-2

1d4

20 ft.

30 ft.

40 ft.

60 ft.

80 ft.

TH

+11/+6

+9/+4

+9/+4

+7/+2

+5/+0

Dam

1d4

1d4

1d4

1d4

1d4

Special Properties

Metal Baton

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

Bl

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+6/+1

1d6

2W-P-(OH)

+0/-5

1d6

1H-O

+2/-3

1d6

2W-P-(OL)

+2/-3

1d6

2H

+6/+1

1d6

2W-OH

-4

1d6

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	5	= 5	+	+
✓	Athletics	STR	9	= 0	+	9.0
✓	Concentrate		0	= 0	+	+
✓	Concentration	CON	1	= 1	+	+
✓	Craft (Structural)	INT	2	= 2	+	+
✓	Craft (Visual Art)	INT	2	= 2	+	+
✓	Craft (Visual Arts)		0	= 0	+	+
✓	Craft (Writing)	INT	2	= 2	+	+
✓	Deception		0	= 0	+	+
✓	Escape Artist	DEX	5	= 5	+	+
✓	Forgery	INT	2	= 2	+	+
✓	Gamble	WIS	-1	= -1	+	+
✓	Gather Information	CHA	3	= 3	+	+
✓	Knowledge (Military Science)	INT	12	= 2	+	9.0
✓	Navigate	INT	2	= 2	+	+
✓	Notice	WIS	8	= -1	+	9.0
✓	Operate Vehicle (Aircraft)	DEX	5	= 5	+	+
✓	Operate Vehicle (Ground Vehicles)	DEX	14	= 5	+	9.0
✓	Operate Vehicle (Watercraft)	DEX	5	= 5	+	+
✓	Perform (Act)	CHA	3	= 3	+	+
✓	Perform (Dance)	CHA	3	= 3	+	+
✓	Perform (Keyboards)	CHA	3	= 3	+	+
✓	Perform (Percussion Instruments)	CHA	3	= 3	+	+
✓	Perform (Sing)	CHA	3	= 3	+	+
✓	Perform (Stand-Up)	CHA	3	= 3	+	+
✓	Perform (Stringed Instruments)	CHA	3	= 3	+	+
✓	Perform (Wind Instruments)	CHA	3	= 3	+	+
✓	Persuasion	CHA	14	= 3	+	9.0
✓	Profession	WIS	8	= -1	+	9.0
✓	Research	INT	2	= 2	+	+
✓	Ride	DEX	5	= 5	+	+
✓	Search	INT	2	= 2	+	+
✓	Sense Motive	WIS	-1	= -1	+	+
✓	Stealth	DEX	5	= 5	+	+
✓	Survival	WIS	9	= -1	+	9.0
✓	Treat Injury		0	= 0	+	+
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Sharps Carbine	Equipped	1	8.0	16.0	
0 lbs.					
1 int					
Backpack	Equipped	1	3.0	10.0	
0 lbs.					
Knife	Carried	1	1.0	7.0	
Metal Baton	Carried	1	2.0	8.0	
TOTAL 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	
Rallying Call At 3rd level, the officer may shout encouragement to any faltering allies within earshot (communications devices may be used) as a standard action. All allies hearing the call may make an immediate Will save at DC 15 to recover from any cowering, frightened, panicked or shaken effects. This ability may be used once per day. Upon reaching 10th level, Rallying Call may be used twice a day, and three times a day at 15th level.	

TALENTS	
Tactical Deception The Officer can lure opponents into making poor decisions in battle#either leaving herself open to attack or drawing on her opponent's grasp of the tactical situation to manipulate him. As a standard action, the Officer can spend an Action Point to activate this ability against a single foe to which she has line of sight. Her opponent must also be able to see her. The Officer's foe attempts a Will save (DC 10 + half the Officer's character level + the Officer's Intelligence modifier). If this save fails, the Officer chooses one of the following effects: #The opponent must charge the Officer on the next action if there is a clear path to her. The Officer can force an enemy to suffer attacks of opportunity by this means, but otherwise can never compel him to move into immediate jeopardy (over a chasm, through a bonfire, etc.). #The Officer chooses which of her allies the opponent targets with his next attack. The foe may have to move in order to attack the designated ally. The ally chosen must be either the closest ally or within 30 feet of the opponent. The Officer can force an enemy to suffer attacks of opportunity by this means, but otherwise can never compel him to move into immediate jeopardy (over a chasm, through a bonfire, etc.). #The opponent suffers a #5 penalty to all Notice checks against a single ally of the Officer's choice.	
Unit Integrity When the Officer attacks an opponent who stands within 5 feet of herself, she gains a +1 competence bonus for each ally who is within 5 feet of that opponent, up to a maximum of +4. This stacks with any bonus gained from flanking an opponent.	

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)	
Blind-Fight In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits. The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half	
Brawl 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	
Far Shot 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	
Simple Weapons Proficiency The character makes attack rolls with simple weapons normally	

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: