

John Smith, PHD

NAME						PLAYERNAME						DEITY						ALIGNMENT					
Schlr6						15000						Human						Medium					
CLASS						EXPERIENCE						RACE						SIZE					
6						21000						22						Male					
Character Level						NEXT LEVEL						AGE						GENDER					
EYES						HAIR						EYES						HAIR					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP						SUBDUAL DAMAGE						DAMAGE REDUCTION						SPEED					
STR Strength	7	-2	7	-2	7	-2	HP hit points												Walk 30 ft.											
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class																							
CON Constitution	11	+0	11	+0	11	+0	TOTAL						FLAT						TOUCH											
INT Intelligence	21	+5	21	+5	21	+5	INITIATIVE modifier						+1						= +1											
WIS Wisdom	15	+2	15	+2	15	+2	BASE ATTACK bonus						+6/+1																	
CHA Charisma	13	+1	13	+1	13	+1																								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers					
FORTITUDE (constitution)	+2	= +2	+ +0	+ +0	+ +0	+ +0							
REFLEX (dexterity)	+4	= +3	+ +1	+ +0	+ +0	+ +0							
WILL (wisdom)	+7	= +3	+ +2	+ +0	+ +2	+ +0							

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4/-1	= +6/+1	-2	+0	+0	+0	
RANGED attack bonus	+7/+2	= +6/+1	+1	+0	+0	+0	
GRAPPLE attack bonus	+4/-1	= +6/+1	-2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4/-1	1d3-2	20/x2	5 ft.

*S&W Schofield				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	Ba	M	20/x0	5 ft.
	30 ft.	40 ft.	80 ft.	120 ft.		160 ft.		
TH	+7/+2	+7/+2	+5/+0	+3/-2		+1/-4		
Dam	2d6	2d6	2d6	2d6		2d6		
Special Properties	6 cyl							

*: 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	1	= 1	+	+
✓	Athletics	STR	-2	= -2	+	+
✓	Concentration	CON	4	= 0	+	4.5
✓	Craft (Chemical)	INT	16	= 5	+	9.0
✓	Deception	CHA	1	= 1	+	+
✓	Demolitions	INT	11	= 5	+	6.0
✓	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 (Behavioral Sciences)	INT	17	= 5	+	9.0
	Knowledge (Earth and Life Sciences)	INT	15	= 5	+	7.0
	Knowledge (Physical Sciences)	INT	14	= 5	+	7.0
	Knowledge (Technology)	INT	13	= 5	+	7.0
✓	Navigate	INT	10	= 5	+	5.0
✓	Notice	WIS	2	= 2	+	+
✓	Operate Vehicle (Aircraft)	DEX	3	= 1	+	2.0
✓	Operate Vehicle (Ground Vehicles)	DEX	3	= 1	+	2.0
✓	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	1	= 1	+	+
✓	Profession	WIS	7	= 2	+	5.0
✓	Research	INT	14	= 5	+	9.0
✓	Ride	DEX	1	= 1	+	+
✓	Search	INT	11	= 5	+	6.0
✓	Sense Motive	WIS	2	= 2	+	+
✓	Stealth	DEX	1	= 1	+	+
✓	Survival	WIS	2	= 2	+	+
✓	Treat Injury	WIS	2	= 2	+	+
✓	Use Rope	DEX	1	= 1	+	+
				=	+	+
				=	+	+

✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	3.0	10.0	
0 lbs.					
S&W Schofield	Equipped	1	2.5	15.0	
0 lbs.					
6 cyl					
TOTAL WEIGHT CARRIED/VALUE			5.5 lbs. 25.0 gp		

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

SPECIAL ABILITIES					
Information Network Upkeep Cost - Purchase DC 18					

TALENTS					
Expert Tactician					
With this talent, the Scholar adds a +3 bonus to all Knowledge (military science) checks.					
Knowledge is Power					
With this talent, the Scholar can gain combat advantages over his opponents by researching them and their tactics. The Scholar may use Research, Investigate, or Gather Information skills to learn about his opponents and gain combat bonuses against them. Regardless of the skill used (though it must be appropriate for the enemy in question) the results are determined on the table below. Note that using this talent takes time and requires that the hero track down leads, ask questions, and sift through records, according to the skill he uses. He cannot use this talent when surprised, or otherwise unprepared for the confrontation.					

FEATS					
Builder (Craft (Chemical), Craft (Mechanical))					
Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills					
Educated (Knowledge (Behavioral Sciences), Knowledge (Physical Sciences))					
Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills					
Educated (Knowledge (Earth and Life Sciences), Knowledge (Military Science))					
Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills					
Expert Advice (Knowledge (Earth and Life Sciences))					
You are widely published, and widely known, in an activity or area of knowledge. Choose a single skill for this feat to affect; you may not choose Profession, Read/Write Language, or Speak Language					
Information Network ()					
Your extensive network of informants on the ground can alert you of trouble					
Iron Will					
The character gets a +2 bonus on all Will saving throws					
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					
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Character Sheet Notes: