

# Hank McCoy

NAME						PLAYERNAME						DEITY						ALIGNMENT																							
Schlr2						1000						Human						Medium						6' 0"						232 lbs.											
CLASS						EXPERIENCE						RACE						SIZE						HEIGHT						WEIGHT						VISION					
2						3000						22						Male												-91											
Character Level						NEXT LEVEL						AGE						GENDER						EYES						HAIR						POINTS					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP						SUBDUAL DAMAGE						DAMAGE REDUCTION						SPEED																																															
<b>STR</b> Strength	7	-2	7	-2	7	-2	<b>HP</b> hit points																		Walk 30 ft.																																															
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class						TOTAL						FLAT						TOUCH						BASE																																									
<b>CON</b> Constitution	11	+0	11	+0	11	+0							ARMOR BONUS						SHIELD BONUS						STAT						SIZE						NATURAL						MISC						MISS CHANCE						ARCANE SPELL FAILURE						ARMOR CHECK PENALTY						SPELL RESIST					
<b>INT</b> Intelligence	20	+5	20	+5	20	+5	<b>INITIATIVE</b> modifier						TOTAL						DEX MODIFIER						MISC MODIFIER																																															
<b>WIS</b> Wisdom	15	+2	15	+2	15	+2	<b>BASE ATTACK</b> bonus																																																																	
<b>CHA</b> Charisma	13	+1	13	+1	13	+1																																																																		

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

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

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

*S&W Schofield				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	Ba	M	20/x0	5 ft.
TH	30 ft.	40 ft.	80 ft.					
	+3	+3	+1			-1		-3
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	5/2.5
				RANKS		MISC MODIFIER
✓ Acrobatics	DEX	1	=	1	+	+
✓ Athletics	STR	-2	=	-2	+	+
✓ Concentrate		0	=	0	+	+
✓ Concentration	CON	0	=	0	+	+
Craft (Chemical)	INT	11	=	5	+	4.0 + 2
Craft (Pharmaceutical)	INT	8	=	5	+	3.0 +
✓ Craft (Structural)	INT	5	=	5	+	+
✓ Craft (Visual Art)	INT	5	=	5	+	+
✓ Craft (Visual Arts)		0	=	0	+	+
✓ Craft (Writing)	INT	5	=	5	+	+
✓ Deception		0	=	0	+	+
Demolitions	INT	8	=	5	+	3.0 +
✓ Escape Artist	DEX	1	=	1	+	+
✓ Forgery	INT	5	=	5	+	+
✓ Gamble	WIS	2	=	2	+	+
✓ Gather Information	CHA	1	=	1	+	+
Investigate	INT	8	=	5	+	3.0 +
Knowledge (Behavioral Sciences)	INT	9	=	5	+	3.0 + 1
Knowledge (Earth and Life Sciences)	INT	11	=	5	+	3.0 + 3
Knowledge (Physical Sciences)	INT	8	=	5	+	3.0 +
Knowledge (Technology)	INT	9	=	5	+	3.0 + 1
✓ Navigate	INT	6	=	5	+	1.0 +
✓ Notice	WIS	2	=	2	+	+
✓ Operate Vehicle (Aircraft)	DEX	2	=	1	+	1.0 +
✓ 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	1	=	1	+	+
✓ Profession	WIS	6	=	2	+	4.0 +
✓ Research	INT	10	=	5	+	5.0 +
✓ Ride	DEX	1	=	1	+	+
✓ Search	INT	9	=	5	+	4.0 +
✓ Sense Motive	WIS	2	=	2	+	+
✓ Stealth	DEX	1	=	1	+	+
✓ Survival	WIS	2	=	2	+	+
✓ Treat Injury		0	=	0	+	+
			=		+	+
			=		+	+

✓: 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

TALENTS	
Knowledge is Power	

FEATS	
<b>Builder (Craft (Chemical), Craft (Mechanical))</b>	
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	
<b>Educated (Knowledge (Earth and Life Sciences), Knowledge (Military Science))</b>	
Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills	
<b>Expert Advice (Knowledge (Earth and Life Sciences))</b>	
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	
<b>Personal Firearms Proficiency</b>	
The character can fire any personal firearm without penalty	
<b>Simple Weapon Proficiency</b>	

PROFICIENCIES	
Adams 1854 Revolver, Brown Bess, Colt Lightning, Colt New Model Army, Colt Peacemaker, Colt Thunderer, Colt Walker Dragoon, Henry Rifle, M 1816 Flintlock Musket, M 1842 Percussion Musket, Martini-Henry Carbine, Martini-Henry Rifle, Percussion Revolver 1856, Pocket Deringer, Remington Double Derringer, Remington Pocket Pistol, Remington Single-Barrel, S W Schofield, Sharps Carbine, Sharps Pepperbox, Sharps Rifle, Spencer Carbine, Volcanic Navy Pistol 1854, Webley Mark, Webley RIC, Winchester Lever-Action, Winchester Model 1873	

LANGUAGES	
Cantonese	

TEMPLATES	
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