

NAME		PLAYERNAME		DEITY		ALIGNMENT
Appr2	1000	Human	Medium	5' 3"	160 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
2	3000	0	Male			-91
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

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

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

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Colt Walker Dragoon				Hand	Type	Size	Critical	Reach
				Carried	Ba	M	20/x0	5 ft.
	30 ft.	40 ft.	80 ft.	120 ft.		160 ft.		
TH	-1	-1	-3	-5		-7		
Dam	2d6	2d6	2d6	2d6		2d6		
Special Properties		6 cpl						

Crossbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	5 ft.
	30 ft.	40 ft.	80 ft.	120 ft.		160 ft.		
TH	+3	+3	+1	-1		-3		
Dam	1d10	1d10	1d10	1d10		1d10		
Special Properties	1 Bolt							

*Knife				Hand	Type	Size	Critical	Reach
				Primary	P	T	19-20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+3		1d4+2	2W-P-(OH)	-3		1d4+2	
1H-O	-1		1d4+1	2W-P-(OL)	-1		1d4+2	
2H	+3		1d4+2	2W-OH	-5		1d4+1	
	10 ft.		20 ft.	30 ft.	40 ft.		50 ft.	
TH	+3		+1	-1		-3	-5	
Dam	1d4+2		1d4+2	1d4+2		1d4+2	1d4+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					Failure	Penalty	5/2.5
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Ranks		Misc Modifier	
✓	Acrobatics	DEX	2	=	2	+		+	
✓	Athletics	STR	2	=	2	+		+	
✓	Concentrate		0	=	0	+		+	
✓	Concentration	CON	7	=	2	+	5.0	+	
✓	Craft (Structural)	INT	3	=	3	+		+	
✓	Craft (Visual Art)	INT	3	=	3	+		+	
✓	Craft (Visual Arts)		0	=	0	+		+	
✓	Craft (Writing)	INT	5	=	3	+	2.0	+	
✓	Deception		0	=	0	+		+	
	Decipher Script	INT	8	=	3	+	5.0	+	
✓	Escape Artist	DEX	2	=	2	+		+	
✓	Forgery	INT	3	=	3	+		+	
✓	Gamble	WIS	2	=	2	+		+	
✓	Gather Information	CHA	2	=	2	+		+	
	Investigate	INT	9	=	3	+	4.0	2	
	Knowledge (Earth and Life Sciences)	INT	9	=	3	+	4.0	2	
	Knowledge (Occult)	INT	10	=	3	+	5.0	2	
	Knowledge (Physical Sciences)	INT	7	=	3	+	4.0	+	
✓	Navigate	INT	3	=	3	+		+	
✓	Notice	WIS	2	=	2	+		+	
✓	Operate Vehicle (Aircraft)	DEX	2	=	2	+		+	
✓	Operate Vehicle (Ground Vehicles)	DEX	2	=	2	+		+	
✓	Operate Vehicle (Watercraft)	DEX	2	=	2	+		+	
✓	Perform (Act)	CHA	2	=	2	+		+	
✓	Perform (Dance)	CHA	2	=	2	+		+	
✓	Perform (Keyboards)	CHA	2	=	2	+		+	
✓	Perform (Percussion Instruments)	CHA	2	=	2	+		+	
✓	Perform (Sing)	CHA	2	=	2	+		+	
✓	Perform (Stand-Up)	CHA	2	=	2	+		+	
✓	Perform (Stringed Instruments)	CHA	2	=	2	+		+	
✓	Perform (Wind Instruments)	CHA	2	=	2	+		+	
✓	Persuasion	CHA	2	=	2	+		+	
✓	Profession	WIS	5	=	2	+	3.0	+	
✓	Research	INT	7	=	3	+	4.0	+	
✓	Ride	DEX	2	=	2	+		+	
✓	Search	INT	3	=	3	+		+	
✓	Sense Motive	WIS	4	=	2	+		2	
✓	Stealth	DEX	2	=	2	+		+	
✓	Survival	WIS	2	=	2	+		+	
✓	Treat Injury		0	=	0	+		+	
				=		+		+	
				=		+		+	
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.									

Whip				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	S	20/x2	5 ft.
	15 ft.	30 ft.	45 ft.	60 ft.		75 ft.		
TH	+3	+1	-1	-3		-5		
Dam	1d2	1d2	1d2	1d2		1d2		
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	3.0	10.0	
0 lbs.					
Colt Walker Dragon	Carried	1	4.5	15.0	
0 lbs.					
6 cyl					
Crossbow	Carried	1	7.0	9.0	
0 lbs.					
1 Bolt					
Knife	Equipped	1	1.0	7.0	
Whip	Carried	1	2.0	4.0	
TOTAL WEIGHT CARRIED/VALUE			17.5 lbs.	45.0 gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

TALENTS	
<b>Hand of the Apprentice</b>	
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.	

FEATS	
<b>Attentive</b>	
The character gets a +2 bonus on all Investigate checks and Sense Motive checks	
<b>Educated (Knowledge (Earth and Life Sciences), Knowledge (Occult))</b>	
Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills	
<b>Simple Weapons Proficiency</b>	
The character makes attack rolls with simple weapons normally	
<b>Simple Weapon Proficiency</b>	

PROFICIENCIES	
Brass Knuckles, Cleaver, Club, Crossbow, Javelin, Knife, Metal Baton, Pistol Whip, Quarterstaff, Rifle Butt, Sap, Stun Gun, Tonfa, Unarmed Strike, Whip	

LANGUAGES	
Cantonese	

TEMPLATES	
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