

Hank McCoy

NAME						PLAYERNAME						DEITY						ALIGNMENT																							
Schlr6						15000						Human						Medium						6' 0"						232 lbs.						VISION					
CLASS						EXPERIENCE						RACE						SIZE						HEIGHT						WEIGHT						VISION					
6						21000						22						Male						EYES						HAIR						POINTS					
Character Level						NEXT LEVEL						AGE						GENDER						EYES						HAIR						POINTS					
ABILITY NAME		BASE SCORE		BASE MOD		ABILITY SCORE		ABILITY MOD		TEMP SCORE		TEMP MOD		HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
STR		7		-2		7		-2		7		-2		31								Walk 30 ft.																			
DEX		12		+1		12		+1		12		+1		AC		TOTAL		FLAT		TOUCH		BASE																			
CON		11		+0		11		+0		11		+0		INITIATIVE		TOTAL		DEX MODIFIER		MISC MODIFIER																					
INT		21		+5		21		+5		21		+5		BASE ATTACK		TOTAL		DEX MODIFIER		MISC MODIFIER																					
WIS		15		+2		15		+2		15		+2		BASE ATTACK		TOTAL		DEX MODIFIER		MISC MODIFIER																					
CHA		13		+1		13		+1		13		+1		BASE ATTACK		TOTAL		DEX MODIFIER		MISC MODIFIER																					
SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP		conditional modifiers																									
FORTITUDE		+2		+2		+0		+0		+0		+0																													
REFLEX		+4		+3		+1		+0		+0		+0																													
WILL		+7		+3		+2		+0		+2		+0																													
MELEE		TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP																											
RANGED		+7/+2		+6/+1		+1		+0		+0		+0																													
GRAPPLE		+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.																															
TH		30 ft.		40 ft.		80 ft.		120 ft.		160 ft.																															
Dam		+7/+2		+7/+2		+5/+0		+3/-2		+1/-4																															
Special Properties		2d6		2d6		2d6		2d6		2d6																															
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	+	+
✓	Concentrate		0	= 0	+	+
✓	Concentration	CON	0	= 0	+	+
	Craft (Chemical)	INT	16	= 5	+	9.0 + 2
	Craft (Pharmaceutical)	INT	14	= 5	+	9.0 +
✓	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	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 + 3
	Knowledge (Earth and Life Sciences)	INT	15	= 5	+	7.0 + 3
	Knowledge (Physical Sciences)	INT	14	= 5	+	7.0 + 2
	Knowledge (Technology)	INT	13	= 5	+	7.0 + 1
✓	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		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

SPECIAL ABILITIES					
Information Network Upkeep Cost - Purchase DC 18					

TALENTS					
Expert Tactician					
Knowledge is Power					

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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Notes:

Character Sheet Notes: