

Lt. Dan

NAME

Offcr2

CLASS

2

Character Level

1000

NEXT LEVEL

3000

PLAYERNAME

Human

RACE

0

Medium

Male

SIZE

5' 7"

HEIGHT

156 lbs.

DEITY

ALIGNMENT

VISION

-91

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED													
STR Strength	10	+0	10	+0	10	+0	HP hit points	13									Walk 30 ft.													
DEX Dexterity	20	+5	20	+5	20	+5	AC armor class	16	11	16	10	0	0	5	0	0	1	0	+0	0										
									TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST								
CON Constitution	11	+0	11	+0	11	+0	INITIATIVE		+5	+5	+0																			
INT Intelligence	14	+2	14	+2	14	+2	TOTAL		DEX MODIFIER		MISC MODIFIER																			
WIS Wisdom	9	-1	9	-1	9	-1	BASE ATTACK		bonus		+2																			
CHA Charisma	16	+3	16	+3	16	+3																								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+0	+0	+0	+0	+0	+0		
REFLEX (dexterity)	+5	+0	+5	+0	+0	+0		
WILL (wisdom)	+2	+3	-1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+2	+0	+0	+0	+0	
RANGED attack bonus	+7	+2	+5	+0	+0	+0	
GRAPPLE attack bonus	+2	+2	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d6	20/x2	5 ft.

*Sharps Carbine			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	Ba	M	none/x0	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.		
	+7	+7	+5	+3	+1		
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	+2	1d4	2W-P-(OH)	-4	1d4		
1H-O	-2	1d4	2W-P-(OL)	-2	1d4		
2H	+2	1d4	2W-OH	-6	1d4		
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
	+7	+5	+3	+1	-1		
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	+2	1d6	2W-P-(OH)	-4	1d6		
1H-O	-2	1d6	2W-P-(OL)	-2	1d6		
2H	+2	1d6	2W-OH	-8	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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	5	= 5	+	+
✓	Athletics	STR	5	= 0	+	5.0 +
✓	Concentrate		0	= 0	+	+
✓	Concentration	CON	0	= 0	+	+
✓	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	8	= 2	+	5.0 + 1
✓	Navigate	INT	2	= 2	+	+
✓	Notice	WIS	4	= -1	+	5.0 +
✓	Operate Vehicle (Aircraft)	DEX	5	= 5	+	+
✓	Operate Vehicle (Ground Vehicles)	DEX	10	= 5	+	5.0 +
✓	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	8	= 3	+	5.0 +
✓	Profession	WIS	4	= -1	+	5.0 +
✓	Research	INT	2	= 2	+	+
✓	Ride	DEX	5	= 5	+	+
✓	Search	INT	2	= 2	+	+
✓	Sense Motive	WIS	-1	= -1	+	+
✓	Stealth	DEX	5	= 5	+	+
✓	Survival	WIS	5	= -1	+	5.0 + 1
✓	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
Branch Specialisation

TALENTS
Unit Integrity

FEATS
<p>Brawl</p> <p>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</p>
<p>Good Impression</p> <p>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.</p>
<p>Personal Firearms Proficiency</p> <p>The character can fire any personal firearm without penalty</p>
<p>Power Attack</p> <p>On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action</p>
<p>Simple Weapons Proficiency</p> <p>The character makes attack rolls with simple weapons normally</p>
<p>Simple Weapon Proficiency</p>

PROFICIENCIES
<p>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</p>

LANGUAGES
Cantonese

TEMPLATES
