

Deborah Demetri Shopan

Donnamarie

None

| | | | |
|-----------------|------------|--------|-----------|
| NAME | PLAYERNAME | DEITY | ALIGNMENT |
| Awakened2 | Human | 5' 9" | 186 lbs. |
| CLASS | RACE | HEIGHT | WEIGHT |
| 2 | 19 | Female | -1 |
| 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 Strength | 12 | +1 | 12 | +1 | 12 | +1 | HP hit points | 47 | | | | | | | Walk 30 ft. | | | | | | | |
| DEX Dexterity | 18 | +4 | 18 | +4 | 18 | +4 | AC armor class | 16 | 12 | 16 | 10 | 0 | 0 | 4 | 0 | 0 | 2 | 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 | 14 | +2 | 14 | +2 | 14 | +2 | INITIATIVE modifier | +8 | = | +4 | + | +4 | SKILLS KEY ABILITY SKILL MODIFIER ABILITY MODIFIER MAX RANKS 5/5 MISC MODIFIER | | | | | | | | | |
| INT Intelligence | 19 | +4 | 19 | +4 | 19 | +4 | | | | | | | | | | | | | | | | |
| WIS Wisdom | 12 | +1 | 12 | +1 | 12 | +1 | BASE ATTACK bonus | | | | | | | | | | | | | | | |
| CHA Charisma | 14 | +2 | 14 | +2 | 14 | +2 | | | | | | | | | | | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +4 | +2 | +2 | +0 | +0 | +0 | | |
| REFLEX (dexterity) | +6 | +2 | +4 | +0 | +0 | +0 | | |
| WILL (wisdom) | +6 | +5 | +1 | +0 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +5 | +4 | +1 | +0 | +0 | +0 | |
| RANGED attack bonus | +8 | +4 | +4 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +5 | +4 | +1 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +8 | 1d3+1 | 20/x2 | 5 ft. |

| Knife | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|---------|-----------|--------|----------|-------|
| | | Carried | P | M | 19-20/x0 | 5 ft. |
| | To Hit | Dam | To Hit | | Dam | |
| 1H-P | +5 | 1d4+1 | 2W-P-(OH) | -1 | 1d4+1 | |
| 1H-O | +1 | 1d4 | 2W-P-(OL) | +1 | 1d4+1 | |
| 2H | +5 | 1d4+1 | 2W-OH | -5 | 1d4 | |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | |
| TH | +8 | +6 | +4 | +2 | +0 | |
| Dam | 1d4+1 | 1d4+1 | 1d4+1 | 1d4+1 | 1d4+1 | |
| Special Properties | | | | | | |

| Pistol | | HAND | TYPE | SIZE | CRITICAL | REACH |
|------------------------|--------|---------|--------|---------|----------|-------|
| | | Carried | | M | 20/x0 | 5 ft. |
| | 30 ft. | 60 ft. | 90 ft. | 120 ft. | 150 ft. | |
| TH | +8 | +6 | +4 | +2 | +0 | |
| Dam | 2d4 | 2d4 | 2d4 | 2d4 | 2d4 | |
| Special Properties Lic | | | | | | |

| Pistol Whip | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--|---------|------|------|----------|-------|
| | | Carried | B | M | 20/x0 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +5 | | 1d4+1 | | | | |
| 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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 5/5 |
|----------------------------------|-----|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ Appraise | INT | 4 | = | 4 | + | + |
| ✓ Balance | DEX | 8 | = | 4 | + | 4.0 |
| ✓ Bluff | CHA | 3 | = | 2 | + | 1.0 |
| ✓ Climb | STR | 1 | = | 1 | + | + |
| ✓ Computer Use | INT | 4 | = | 4 | + | + |
| ✓ Concentration | CON | 2 | = | 2 | + | + |
| ✓ Craft (Writing) | INT | 4 | = | 4 | + | + |
| ✓ Demolitions | INT | 8 | = | 4 | + | 4.0 |
| ✓ Diplomacy | CHA | 2 | = | 2 | + | 0.5 |
| ✓ Disable Device | INT | 8 | = | 4 | + | 4.0 |
| ✓ Disguise | CHA | 2 | = | 2 | + | + |
| ✓ Drive | DEX | 6 | = | 4 | + | 2.0 |
| ✓ Escape Artist | DEX | 9 | = | 4 | + | 5.0 |
| ✓ Forgery | INT | 8 | = | 4 | + | 4.0 |
| ✓ Gather Information | CHA | 2 | = | 2 | + | + |
| ✓ Heal | WIS | 1 | = | 1 | + | + |
| ✓ Hide | DEX | 8 | = | 4 | + | 4.0 |
| ✓ Intimidate | CHA | 2 | = | 2 | + | + |
| ✓ Jump | STR | 1 | = | 1 | + | + |
| ✓ Listen | WIS | 4 | = | 1 | + | 3.0 |
| ✓ Move Silently | DEX | 9 | = | 4 | + | 5.0 |
| ✓ Navigate | INT | 4 | = | 4 | + | + |
| ✓ Open Lock | DEX | 8 | = | 4 | + | 4.0 |
| ✓ Perform (Comedy) | CHA | 4 | = | 2 | + | 2.0 |
| ✓ Perform (Sing) | CHA | 4 | = | 2 | + | 2.0 |
| ✓ Profession (Investigator) | WIS | 8 | = | 1 | + | 4.0 |
| ✓ Research | INT | 4 | = | 4 | + | + |
| ✓ Ride | DEX | 4 | = | 4 | + | + |
| ✓ Search | INT | 4 | = | 4 | + | + |
| ✓ Sense Motive | WIS | 1 | = | 1 | + | + |
| ✓ Sleight of Hand | DEX | 9 | = | 4 | + | 5.0 |
| ✓ Speak Language(Welsh, Swedish) | | 2 | = | 0 | + | 2.0 |
| ✓ Spot | WIS | 3 | = | 1 | + | 2.0 |
| ✓ Survival | WIS | 3 | = | 1 | + | 2.0 |
| ✓ Swim | STR | 1 | = | 1 | + | + |
| ✓ Tumble | DEX | 11 | = | 4 | + | 4.0 |
| ✓ Use Rope | DEX | 8 | = | 4 | + | 4.0 |
| | | | = | + | + | |
| | | | = | + | + | |

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

| Taser | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|-------|--------|--------|---------|------|--------|----------|--------|
| | | | | Carried | E | M | 20/x0 | 5 ft. |
| | 5 ft. | 10 ft. | 15 ft. | | | 20 ft. | | 25 ft. |
| TH | +8 | +6 | +4 | | | +2 | | +0 |
| Dam | 1d4 | 1d4 | 1d4 | | | 1d4 | | 1d4 |
| Special Properties | | | | | | | | |

| EQUIPMENT | | | | | |
|----------------------------|----------|-----|--------|--------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Knife | Carried | 1 | 1.0 | 0.0 | |
| Pistol | Carried | 1 | 2.0 | 0.0 | |
| 0 lbs. Lic | | | | | |
| Pistol Whip | Carried | 1 | 0.0 | 0.0 | |
| Taser | Carried | 1 | 2.0 | 0.0 | |
| 0 lbs. | | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 5 lbs. | 0.0 gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|-----|
| Light | 43 | Medium | 86 | Heavy | 130 |
| Lift over head | 130 | Lift off ground | 260 | Push / Drag | 650 |

| SPECIAL QUALITIES | |
|--------------------------------|--|
| Human Spirit | |
| Gain humanity point each level | |

| FEATS | |
|---|--|
| Improved Initiative | |
| You get a +4 bonus on initiative checks. | |
| Skill Focus (Tumble) | |
| You get a +3 bonus on all checks involving that skill. | |
| Skill Focus (Profession (Investigator)) | |
| You get a +3 bonus on all checks involving that skill. | |
| Weapon Finesse | |
| With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls. | |

| PROFICIENCIES | |
|---|--|
| Assault Rifle, Auto Pistol, Bayonet, Bow, Brass Knuckles, Chain, Club, Concealed Pistol, Crossbow, Dynamite, Frag Grenade, Grapple, Greataxe, Greatsword, Knife, Longspear, Molotov Cocktail, Pepper Spray, Pistol, Pistol Whip, Plastic Explosive, Rifle, Rifle Butt, Sap, Shotgun, Shuriken, Smoke Grenade, Sniper Rifle, Spear, Submachine Gun, Taser, Teargas Grenade, Thermite Grenade, Throwing Axe, Tranquilizer Gun, Unarmed, Unarmed Strike, Whip, Zip Gun | |

| LANGUAGES | |
|---|--|
| English, Gaelic (Irish), Japanese, Korean, Swedish, Welsh | |