

# New1

NAME  
Fas2  
CLASS  
2  
Character Level

1000  
EXPERIENCE  
3000  
NEXT LEVEL

PLAYERNAME  
Arcturians  
RACE  
0  
AGE

Medium  
SIZE  
Male  
GENDER

DEITY  
0' 0"  
HEIGHT  
0 lbs.  
WEIGHT  
EYES  
HAIR

ALIGNMENT  
Low-light  
VISION  
72  
POINTS

| ABILITY NAME               | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| <b>STR</b><br>Strength     | 12         | +1       | 12            | +1          | 12         | +1       |
| <b>DEX</b><br>Dexterity    | 14         | +2       | 14            | +2          | 14         | +2       |
| <b>CON</b><br>Constitution | 10         | +0       | 10            | +0          | 10         | +0       |
| <b>INT</b><br>Intelligence | 12         | +1       | 12            | +1          | 12         | +1       |
| <b>WIS</b><br>Wisdom       | 12         | +1       | 12            | +1          | 12         | +1       |
| <b>CHA</b><br>Charisma     | 12         | +1       | 12            | +1          | 12         | +1       |

**HP**  
hit points

13

**AC**  
armor class

16

WOUNDS/CURRENT HP

14

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

4

MISS CHANCE

SPEED

Walk 30 ft.

TOTAL

14

DEX MODIFIER

16

MISC MODIFIER

10

**INITIATIVE**  
modifier

+2

=

+2

+

+0

TOTAL

**BASE ATTACK**  
bonus

+1

SAVING THROWS

**FORTITUDE**  
(constitution)

+0

**REFLEX**  
(dexterity)

+4

**WILL**  
(wisdom)

+1

TOTAL

+0

BASE SAVE

+0

ABILITY

+0

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

conditional modifiers

TOTAL

+2

BASE ATTACK BONUS

+1

STAT

+1

SIZE

+0

MISC

+0

EPIC

+0

TEMP

**MELEE**  
attack bonus

+2

**RANGED**  
attack bonus

+3

**GRAPPLE**  
attack bonus

+1

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
|         | +2                 | 1d4+1  | 20/x2    | 5 ft. |

| *Unarmed Lethal Strike | HAND    | TYPE | SIZE | CRITICAL | REACH |
|------------------------|---------|------|------|----------|-------|
|                        | Primary | Bl   | M    | 20/x2    | 5 ft. |
| TOTAL ATTACK BONUS     | DAMAGE  |      |      |          |       |
| +2                     | 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 |
|-------|------|----|--------|-------|---------------|
|       |      |    |        |       |               |

SKILLS

| SKILL NAME                         | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 5/2.5    |
|------------------------------------|-------------|----------------|------------------|-----------|----------|
|                                    |             |                | RANKS            | MISC      | MODIFIER |
| ✓ Balance                          | DEX         | 2              | = 2              | +         | +        |
| ✓ Bluff                            | CHA         | 1              | = 1              | +         | +        |
| ✓ Climb                            | STR         | 1              | = 1              | +         | +        |
| ✓ Computer Use                     | INT         | 1              | = 1              | +         | +        |
| ✓ Concentration                    | CON         | 0              | = 0              | +         | +        |
| ✓ Craft (Structural)               | INT         | 1              | = 1              | +         | +        |
| ✓ Craft (Visual Art)               | INT         | 1              | = 1              | +         | +        |
| ✓ Craft (Writing)                  | INT         | 1              | = 1              | +         | +        |
| ✓ Diplomacy                        | CHA         | 1              | = 1              | +         | +        |
| ✓ Disguise                         | CHA         | 1              | = 1              | +         | +        |
| ✓ Drive                            | DEX         | 2              | = 2              | +         | +        |
| ✓ Escape Artist                    | DEX         | 2              | = 2              | +         | +        |
| ✓ Forgery                          | INT         | 1              | = 1              | +         | +        |
| ✓ Gamble                           | WIS         | 1              | = 1              | +         | +        |
| ✓ Gather Information               | CHA         | 1              | = 1              | +         | +        |
| ✓ Hide                             | DEX         | 2              | = 2              | +         | +        |
| ✓ Intimidate                       | CHA         | 1              | = 1              | +         | +        |
| ✓ Jump                             | STR         | 1              | = 1              | +         | +        |
| ✓ Listen                           | WIS         | 1              | = 1              | +         | +        |
| ✓ Move Silently                    | DEX         | 2              | = 2              | +         | +        |
| ✓ Navigate                         | INT         | 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              | +         | +        |
| ✓ Profession                       | WIS         | 1              | = 1              | +         | +        |
| ✓ Research                         | INT         | 1              | = 1              | +         | +        |
| ✓ Ride                             | DEX         | 2              | = 2              | +         | +        |
| ✓ Search                           | INT         | 1              | = 1              | +         | +        |
| ✓ Sense Motive                     | WIS         | 1              | = 1              | +         | +        |
| ✓ Spot                             | WIS         | 1              | = 1              | +         | +        |
| ✓ Survival                         | WIS         | 1              | = 1              | +         | +        |
| ✓ Swim                             | STR         | 1              | = 1              | +         | +        |
| ✓ Treat Injury                     | WIS         | 1              | = 1              | +         | +        |
|                                    |             |                | =                | +         | +        |
|                                    |             |                | =                | +         | +        |

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

| EQUIPMENT                  |          |     |        |        |
|----------------------------|----------|-----|--------|--------|
| ITEM                       | LOCATION | QTY | WT     | COST   |
| Unarmed Lethal Strike      | Equipped | 1   | 0.0    | 0.0    |
| TOTAL WEIGHT CARRIED/VALUE |          |     | 0 lbs. | 0.0 gp |

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

| FEATS                             |  |
|-----------------------------------|--|
| <b>Combat Martial Arts</b>        | With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks |
| <b>Defensive Martial Arts</b>     | The character gains a +1 dodge bonus to Defense against melee attacks  |
| <b>Simple Weapons Proficiency</b> | The character makes attack rolls with simple weapons normally  |

| PROFICIENCIES   |
|---|
| Beam Sword, Brass Knuckles, Cleaver, Club, Concussion Rod, Crossbow, Flamethrower, High Frequency Sword, Javelin, Knife, Laser Optics, Metal Baton, Pepper Spray, Pistol Whip, Quarterstaff, Rifle Butt, Sap, Stun Baton, Stun Gun, Taser, Tonfa, Unarmed Lethal Strike, Unarmed Strike, Whip |

| LANGUAGES                              |
|--|
| Alpha Centauran, Arcturian, Federation |

| TEMPLATES             |
|-----------------------|
| Unarmed Lethal Strike |