

Sir Richard H. Ford

NAME

Offcr6

15000

EXPERIENCE

6

Character Level

21000

NEXT LEVEL

PLAYERNAME

Human

Medium

SIZE

5' 7"

HEIGHT

156 lbs.

WEIGHT

ALIGNMENT

RACE

0

Male

GENDER

EYES

HAIR

VISION

-93

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	10	+0	10	+0	10	+0	53				Walk 30 ft.												
DEX Dexterity	20	+5	20	+5	20	+5	AC armor class	18	13	18	10	0	0	5	0	0	0	0	0	0	0	0	0
CON Constitution	12	+1	12	+1	12	+1																	
INT Intelligence	14	+2	14	+2	14	+2	INITIATIVE modifier	+5	+5	+0													
WIS Wisdom	9	-1	9	-1	9	-1	BASE ATTACK bonus	+6/+1															
CHA Charisma	16	+3	16	+3	16	+3																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+7	+2	+5	+0	+0	+0		
WILL (wisdom)	+4	+5	-1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6/+1	+6/+1	+0	+0	+0	+0	
RANGED attack bonus	+11/+6	+6/+1	+5	+0	+0	+0	
GRAPPLE attack bonus	+6/+1	+6/+1	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d6	20/x2	5 ft.

*Sharps Carbine	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	Ba	M	none/x0	5 ft.
30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
TH	+11/+6	+11/+6	+9/+4	+7/+2	+5/+0
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	+6/+1	1d4	2W-P-(OH)	+0/-5	1d4
1H-O	+2/-3	1d4	2W-P-(OL)	+2/-3	1d4
2H	+6/+1	1d4	2W-OH	-2	1d4
20 ft.	30 ft.	40 ft.	60 ft.	80 ft.	
TH	+11/+6	+9/+4	+9/+4	+7/+2	+5/+0
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	+6/+1	1d6	2W-P-(OH)	+0/-5	1d6
1H-O	+2/-3	1d6	2W-P-(OL)	+2/-3	1d6
2H	+6/+1	1d6	2W-OH	-4	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
-------	------	----	--------	-------	---------------

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	=	5	+	+
✓ Athletics	STR	9	=	0	+	9.0
✓ Concentration	CON	1	=	1	+	+
✓ Deception	CHA	3	=	3	+	+
✓ Escape Artist	DEX	5	=	5	+	+
✓ Forgery	INT	2	=	2	+	+
✓ Gamble	WIS	-1	=	-1	+	+
✓ Gather Information	CHA	3	=	3	+	+
✓ Knowledge (Military Science)	INT	12	=	2	+	9.0
✓ Navigate	INT	2	=	2	+	+
✓ Notice	WIS	8	=	-1	+	9.0
✓ Operate Vehicle (Aircraft)	DEX	5	=	5	+	+
✓ Operate Vehicle (Ground Vehicles)	DEX	14	=	5	+	9.0
✓ 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	12	=	3	+	9.0
✓ Profession	WIS	8	=	-1	+	9.0
✓ Research	INT	2	=	2	+	+
✓ Ride	DEX	5	=	5	+	+
✓ Search	INT	2	=	2	+	+
✓ Sense Motive	WIS	-1	=	-1	+	+
✓ Stealth	DEX	5	=	5	+	+
✓ Survival	WIS	9	=	-1	+	9.0
✓ Treat Injury	WIS	-1	=	-1	+	+
✓ Use Rope	DEX	5	=	5	+	+
			=	+	+	
			=	+	+	

✓: 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	
Rallying Call At 3rd level, the officer may shout encouragement to any faltering allies within earshot (communications devices may be used) as a standard action. All allies hearing the call may make an immediate Will save at DC 15 to recover from any cowering, frightened, panicked or shaken effects. This ability may be used once per day. Upon reaching 10th level, Rallying Call may be used twice a day, and three times a day at 15th level.	

TALENTS	
Tactical Deception The Officer can lure opponents into making poor decisions in battle#either leaving herself open to attack or drawing on her opponent's grasp of the tactical situation to manipulate him. As a standard action, the Officer can spend an Action Point to activate this ability against a single foe to which she has line of sight. Her opponent must also be able to see her. The Officer's foe attempts a Will save (DC 10 + half the Officer's character level + the Officer's Intelligence modifier). If this save fails, the Officer chooses one of the following effects: #The opponent must charge the Officer on the next action if there is a clear path to her. The Officer can force an enemy to suffer attacks of opportunity by this means, but otherwise can never compel him to move into immediate jeopardy (over a chasm, through a bonfire, etc.). #The Officer chooses which of her allies the opponent targets with his next attack. The foe may have to move in order to attack the designated ally. The ally chosen must be either the closest ally or within 30 feet of the opponent. The Officer can force an enemy to suffer attacks of opportunity by this means, but otherwise can never compel him to move into immediate jeopardy (over a chasm, through a bonfire, etc.). #The opponent suffers a #5 penalty to all Notice checks against a single ally of the Officer's choice.	
Unit Integrity When the Officer attacks an opponent who stands within 5 feet of herself, she gains a +1 competence bonus for each ally who is within 5 feet of that opponent, up to a maximum of +4. This stacks with any bonus gained from flanking an opponent.	

FEATS	
Blind-Fight In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits. The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half	
Brawl 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	
Far Shot When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled	
Good Impression 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 Deception check, you may first use this feat to try to improve your chances of success.	
Judge Opponent The character can judge his or her opponent's approximate Base Attack Bonus and Hit Points Remaining from the foe's attitude and posture even without actually seeing him or her fight	
Personal Firearms Proficiency The character can fire any personal firearm without penalty	
Quick Reload Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action	
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	
-----------	--

Notes:

Character Sheet Notes: