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| --- | --- | --- |
| Connor |  | Dimmadome Owner |
| Player Name |  | Background |
| 14 Bringer of Business |  | 14,300 |
| Level |  | Total XP |
| Human |  | Walk 15, Swim 15 |
| Race |  | Movement Speed(s) |

Doug Dimmadome

Character Name

What makes you S.P.E.C.I.A.L.?

|  |
| --- |
| Strength |
| 7 (+2) |
| Perception |
| 4 (-1) |
| Endurance |
| 7 (+2) |
| Charisma |
| 9 (+4) |
| Intelligence |
| 5 (+0) |
| Agility |
| 1 (-4) |
| Luck |
| 6 (+1) |

|  |
| --- |
| Senses |
| Darkvision 60 ft. |

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| --- | --- |
| AP | AC |
| 5 | 1 |
| Immunities | | | |
| Fire, Poison, Poisoned | | | |
| Resistances | | | |
| Ballistic | | | |
| Vulnerabilities | | | |
| Lightning, Petrified | | | |

Skills

|  |  |
| --- | --- |
| Athletics | +3 |
| Blacksmith | +0 |
| Death Saves | +1 |
| Deception | … |
| Detection | +2 |
| Energy Weapons | +3 |
| Energysmith | … |
| Explosives | … |
| Guns | +3 |
| Gunsmith | … |
| Intimidation | … |
| Insight | … |
| Leadership | … |
| Lockpick | … |
| Loot | … |
| Medicine | … |
| Melee Weapons | … |
| Miracles | … |
| Persuasion | … |
| Science | … |
| Sleight of Hand | … |
| Sneak | … |
| Survival | … |
| Unarmed Weapons | … |

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| --- | --- | --- |
| Max HP | Current HP | Temp. HP |
| 38 | -1 | 0 |

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| --- | --- |
| Hit Dice | Death Saves |
| Total: 14d8 | Pass: 1 |
| Spent: 5 | Fail: 2 |

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| --- | --- |
| Actions | AP |
| Dodge | 4 |
| Help | 2 |
| Hide | 3 |
| Move (default 15 ft.) | 2 |
| Detect | 2 |
| Use an Object | 3 |
| Attack Actions | AP |
| Melee Onehanded/Thrown | 2 |
| Melee Twohanded | 3 |
| Ranged Onehanded | 3 |
| Ranged Twohanded | 4 |
| Ranged Heavy | 5 |
| Unarmed | 2 |

|  |  |  |
| --- | --- | --- |
| Male |  | 63 |
| Gender |  | Age |
| 5’3” |  | 152 lbs. |
| Height |  | Weight |
| White |  | Blue |
| Skin |  | Eyes |
| White |  | Medium |
| Hair |  | Size |

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| --- | --- | --- | --- |
| Name (Reload) | Hit | Damage/Type (Range) | Notes |
| Sawn-Off (2) | -1 | 3d6 - 4 ballistic (15/30) ft. | Light, 12 Ga, 7 lbs. |
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| --- | --- | --- |
| Perk Name/Description | Rank | SPECIAL |
| Salesperson: When bartering, items cost 40% less for you and you can sell items for 40% more. The caps value of these percentages is based on the standard price listed for that item in the rules. You have advantage on Charisma checks for better pricing. | 5 | Charisma |
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| --- | --- | --- | --- | --- | --- |
| Caps | Carrying Capacity | Weight Carried | Encumbered At | Heavily Encumbered At | Push/Drag/Lift |
| 2,150 | 70 lbs. (120 lbs.) | 53 lbs. | 35 lbs. (85 lbs.) | 49 lbs. (99 lbs.) | 140 lbs. |

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| --- | --- | --- | --- | --- | --- |
| Inventory | | | | | |
| Name (weight) | Amount | Total Weight | Name (weight) | Amount | Total Weight |
| Sawn-off | 1 | 7 lbs. | Nuka-Cola | 1 | 1 lb. |
| Backpack (+50 lbs.) | 1 | 0 lbs. | Nuka-Cola Cherry | 2 | 2 lbs. |
| Caps | 2,150 | 43 lbs. |  |  |  |
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