

Character Name

Drea Adearie

Class & Level

Warrior 1

Background

Farmer

Player Name

Griffin G. Salazar

Heritage

Human

Size

Medium

STR

3.5

Climb: 1/5

Swim: 1/5

Carry Weight: 150 lbs.

CON

2.5

Max Health:

AGI

3

Movement:

DEX

3.5

Sleight of Hand: 1/5

Stealth: 1/5

Attacks: 2

INT

1.5

Arcana: 1/5

Lore: 1/5

Mechanics: 1/5

Medicine: 1/5

Nature: 2/5

Theology: 1/5

Extra Skills: 1

WIS

2.5

Appraisal: 1/5

Beast Handling: 2/5

Insight: 1/5

Navigation: 1/5

Perception: 1/5

Survival: 2/5

CHA

2

Beguilement: 1/5

Intimidation: 2/5

Persuasion: 1/5

Current Health:

50%: skill disadv.	25%: 1/2 move.	10%: All disadv.
A armor	Dodge	DEF/RaDEF
Fortitude	Reflex	Willpower
Initiative	Temp DEF	

Heritage & Size Features

Class Features

Equipped Gear

Weap. 1	Musket	Dam. (Type)	2d10 +3 (Phys.)
Weap. 2	Dagger	Dam. (Type)	2d4 +3 (Phys.)
Weap. 3		Dam. (Type)	
Ammo 1	Miniballs	Num. Left	10
Ammo 2	Gunpowder	Num. Left	1 lb.

Consumables

Cons. 1	Num. Left
Cons. 2	Num. Left
Cons. 3	Num. Left

Armor

Type	Stealth disadv.?	
Mat. 1	DEX disadv.?	
	Weight	
Mat. 2	Armor Bonus	

Weapon Skills

Archery: 1/5	Small: 2/5
Firearm: 2/5	Throwing: 1/5
Large: 1/5	Unarmed: 1/5
Medium: 1/5	Exotic 1: 1/5
Polearm: 1/5	Exotic 2: 1/5

Tool Skills

Tool 1	Carpentry Tools	Own?	1/5
Tool 2	Vehicles (Land)		1/5
Tool 3			1/5
Tool 4			1/5
Tool 5			1/5

## Character Portrait

Age  
24

Height  
5'6"

Weight  
140 lbs.

Skin Color  
Light Brown

Hair color  
Blonde

Eye Color  
Brown

Background: Farmer

Drea grew up on a farm a couple of miles outside the city of Autograd, and her familiarity with the many different goings-on of the city gave her more worldly insight than her otherwise humble beginnings would lead one to believe. Being the eldest of 4, it fell on Drea to protect her siblings from the dangers that would occasionally assault their home. When a roving band of orks killed her youngest brother and mother, Drea decided to leave home and take up a life on the road, protecting those that could not protect themselves from the many dangers of the world.

Ability Score Improvement: STR +.5

Action Skills: Beast Handling +1, Intimidation +1, Nature +1, Survival +1

Weapon Skills: Small +2, Firearm +2

Tool Skills: Vehicles (Land) +1, Carpentry Tools +1

## Languages, Classless Feats, and Additional Traits

## Inventory

Currency:

Aeons 2

Change 68

Extra Weapons:

Useful Gear:

Treasure:

Other:

Common Clothes x1, a storybook with several pages missing, a strangely-shaped key, and a rabbit's foot.