Character Name	e	Class & Leve		und Player Name er Griffin G. Salazar
Dre	a Adea	arie	Heritage Human	Size Medium
3.5 CON AGI	Climb: 1/5 Swim: 1/5 Carry Weight: 175 lbs. Max Health: 13 Movement: 35 ft.	disadv. 6 Armor Dodge 4 Fortitude 3 Reflex 4 Will 2	Base Pena Lang Base +.5, Whe with	Heritage & Size Features Movement: 30 feet, Dodge lity: -3, RaDEF: DEF+3 Juages: Common and Humanic, Armor: 1, ASI(x2): DEX +.5, CON Extra Skills: Firearm +1, Tenacity: In Health reaches 0, come back up Class Features Ting Style: You gain a bonus to Cks with Firearm weapons equal Cour Firearm proficiency (+3).
DEX 4	Sleight of Hand: 1/5 Stealth: 1/5 Attacks: 2 Arcana: 1/5 Lore: 1/5 Mechanics: 1/5	Equipped Gear	hys.)	
1.5 2.5	Medicine: $\frac{1}{5}$ Nature: $\frac{2}{5}$ Theology: $\frac{1}{5}$ Extra Skills: $\frac{1}{2}$ Appraisal: $\frac{1}{2}$ Beast Handling: $\frac{2}{5}$ Insight: $\frac{1}{5}$ Navigation: $\frac{1}{5}$ Perception: $\frac{1}{5}$ Survival: $\frac{2}{5}$	Armor Type Stealth disa DEX disadv. Weight Mat. 2 Armor Bonus		
CHA 2	Beguilement: <u>1</u> /5 Intimidation: <u>2</u> /5 Persuasion: <u>1</u> /5	Weapon Skills Archery: _/5 Small: Firearm: 3/5 Throwin Large: _/5 Unarme Medium: _/5 Exotic 1: Polearm: _/5 Exotic 2:	- I I	2 Vehicles (Land) 2/5 3

Character Portrait	Age 24	Height 5'6"	Weight 140 lbs.	
	Skin Color Light Brow	Hair color n Blonde	Eye Color Brown	
		Background:	Farmer	
	Drea grew up on a farm a couple of miles outside the city of Autongrad, 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 nicles (Land) +1, Carpen	ntry Tools +1	
Languages, Classless Feats, and Additional Traits		Invento	ory	
Common and Humanic	Currency:		Treasure:	
	Aeons	2		
	Change	60		
	_	_68_		
	Extra Weap	ons:		
	Useful Gear	r:	Other:	
			Common Clothes x1, a storybook with several pages missing, a strangely-shaped key, and a rabbit's foot.	