

Character Name

Drea Adearie

Class & Level
Warrior 1

Background
Farmer

Player Name
Griffin G. Salazar

Heritage
Human

Size
Medium

STR

3.5

Climb: $\frac{1}{5}$

Swim: $\frac{1}{5}$

Carry Weight: 175 lbs.

Current Health: _____

50%: skill
disadv.

25%: 1/2
move.

10%: All
disadv.

Armor

Dodge

DEF/RaDEF

Fortitude

Reflex

Willpower

CON

3

Max Health: _____

AGI

3

Movement: 35 ft.

Initiative

Temp DEF

DEX

4

Sleight of Hand: $\frac{1}{5}$

Stealth: $\frac{1}{5}$

Attacks: 2

Equipped Gear

Weap. 1 Musket

Dam. (Type) 3d10 +4 (Phys.)

Weap. 2 Dagger

Dam. (Type) 3d4 +4 (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 _____

INT

1.5

Arcana: $\frac{1}{5}$

Lore: $\frac{1}{5}$

Mechanics: $\frac{1}{5}$

Medicine: $\frac{1}{5}$

Nature: $\frac{2}{5}$

Theology: $\frac{1}{5}$

Extra Skills: 1

Armor

Type _____

Stealth disadv.? ☐

Mat. 1 _____

DEX disadv.? ☐

Weight _____

Mat. 2 _____

Armor Bonus _____

WIS

2.5

Appraisal: $\frac{1}{5}$

Beast Handling: $\frac{2}{5}$

Insight: $\frac{1}{5}$

Navigation: $\frac{1}{5}$

Perception: $\frac{1}{5}$

Survival: $\frac{2}{5}$

Weapon Skills

Archery: $\frac{_}{5}$

Small: $\frac{2}{5}$

Firearm: $\frac{3}{5}$

Throwing: $\frac{_}{5}$

Large: $\frac{_}{5}$

Unarmed: $\frac{_}{5}$

Medium: $\frac{_}{5}$

Exotic 1: $\frac{_}{5}$

Polearm: $\frac{_}{5}$

Exotic 2: $\frac{_}{5}$

Heritage & Size Features

Base Movement: 30 feet, Dodge
Penalty: -3, RaDEF: DEF+3

Languages: Common and Humanic,
Base Armor: 1, ASI(x2): DEX +.5, CON
+.5, Extra Skills: Firearm +1, Tenacity:
When Health reaches 0, come back up
with 1.

Class Features

CHA

2

Beguilement: $\frac{1}{5}$

Intimidation: $\frac{2}{5}$

Persuasion: $\frac{1}{5}$

Tool Skills

Tool 1 Carpentry Tools

Own?

☒ $\frac{1}{5}$

Tool 2 Vehicles (Land)

☐ $\frac{2}{5}$

Tool 3 _____

☐ $\frac{_}{5}$

Tool 4 _____

☐ $\frac{_}{5}$

Tool 5 _____

☐ $\frac{_}{5}$

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

Common and Humanic

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.