Character Name	_		ass & Level Warrior 1	Background I Farmer Gr	Player Name riffin G. Salazar
Dre	a Adea	arie	Heritage Human	ı	Size Medium
3.5 CON AGI 3	Climb: _/5 Swim: _/5 Carry Weight: 175 lbs. Max Health:	Current Heal 50%: skill 25%: move 3 4 4	1/2 10%: All disadv. 1 1 1 1 1 1 1 1 1	Base Movement: 3 Penalty: -3, RaDE Languages: Comn Base Armor: 1, AS +.5, Extra Skills: When Health reac with 1. Class Fighting Style: Yo	F: DEF+3 non and Humanic, SI(x2): DEX +.5, CON Firearm +1, Tenacity: hes 0, come back up Features u gain a bonus to rm weapons equal
DEX 4 INT 1 5	Sleight of Hand: _/5 Stealth: _/5 Strikes:2 Arcana: _/5 Lore: _/5 Mechanics: _/5 Medicine: _/5	Weap. 1 Arquebus Dam. (Tyr Weap. 2 Dagger Weap. 3 Dam. (Tyr Dam. (Tyr Dam. (Tyr Dam. (Tyr Ammo 1 Miniballs	^{e)} 1d4 +4 (Phys.)		
^{wis} 2.5	Nature:/5 Theology:/5 Extra Skills:	Type Mat. 1 Mat. 2	Stealth disadv.? DEX disadv.? Weight Armor Bonus		
CHA 2	Beguilement: $1/5$ Intimidation: $2/5$ Persuasion: $1/5$	Weapor Archery: _/5 Firearm: <u>1</u> /5 Large: _/5 Medium: _/5	Skills Small: 1/5 Throwing: _/5 Unarmed: _/5	Tool 1 Carpentry Tool 2 Vehicles (I Tool 3 Tool 4	
		Polearm: _/5	Exotic 2:	Tool 5	

Character Portrait	Age 24	Height 5'6"	Weight 140 lbs.			
	Skin Color Light Brown	Hair color Blonde	Eye Color Brown			
		Dogleonound E				
	Drea grew up on a farm a couple of miles outside the city of Autongrad, and her familiarity with the many different goings-cof the city gave her more worldly insight than her otherwise humble beginnings would lead one to believe. Being the eldest 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 lead to be 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, Medicine +1, Nature +1, Perception +1, Survival +1 Weapon Skills: Small +1, Firearm +1 Tool Skills: Vehicles (Land) +1, Carpentry Tools +1					
Languages Classics Foots] [Tavanta				
Languages, Classless Feats, and Additional Traits		Inventory				
Common and Humanic	Currency:		Treasure:			
	Aeons —	2				
	Change —	68_				
	Extra Weapo	ns:				
	Useful Gear:		Other: Common Clothes x1, a storybook with several pages missing, a strangely-shaped key, and a rabbit's foot.			