Action Skills	Character Name		Class & Level Warrior 1	Background Player Name Farmer Griffin G. Salazar	
Climb: 1/5 Swim: 2/5 Swi	Drea Adearie				
Equipped Gear Wpn.1 Arquebus Ppus. Ppu	$\begin{array}{c c} & \text{Action Skills} \\ \hline \textbf{3.5} & \text{Climb:} & \underline{1/5} \\ \text{Swim:} & \underline{2/5} \\ \text{Carry Weight:} \underline{175 \text{ lbs.}} \\ \hline \textbf{3} & \\ \hline \textbf{3} & \\ \hline \end{array}$	Current 30%: skill disadv. 3.9 Armor 1 Fortitude 3.25 (+3.5) Enduring Save DR	The Health: 13 10%: All 10%: All	Heritage & Size F Base Movement: 20 mete Penalty: -3, RaDEF: DEF- Languages: Common and Base Armor: 1, ASI(x2): +.5, Extra Skills: Navigat +1, Tenacity: When Heal come back up with 1. Class Featur Two Weapon Skills: Firea Fighting Style - Riflery: Y bonus to attacks with Fire	res rm and Small outgain a earm weapons
Arcana:	DEX Sleight of Hand: 1/5 Stealth: 1/5 4	Wpn. 1 Arque Wpn. 2 Wpn. 3 Dagge Wpn. 4 Ammo 1 Mini Ammo 2 Gunpo Co	puipped Gear bus Dmg. 4d10 +6 phys Dmg. Dmg. 2d4 +4 phys. Dmg. balls # 10 bus der # 1 lb. consumables		
Weapon Skills Archery: $\underline{1}/5$ Small: $\underline{2}/5$ CHA Beguilement: $\underline{1}/5$ Firearm: $\underline{2}/5$ Throwing: $\underline{1}/5$ Tool Skills $\underline{\frac{1}{1}}$ $\underline{\frac{1}{5}}$ $\underline{\frac{1}{5}}$	Lore: 2/5 Mechanics: 1/5 Medicine: 2/5 Nature: 2/5 Theology: 1/5 Extra Skills: 1 WIS Appraisal: 1/5 Beast Handling: 2/5	C.3 Type Mat. 1	Armor Stealth disadv.? DEX disadv.?		
	CHA Beguilement: 1/5 Intimidation: 2/5	Archery: Firearm: Large:	1/5 Small: 2/5 2/5 Throwing: 1/5 1/5 Unarmed: 1/5 1/5 Extc1 _/5	Tool 1 Carpentry Tools Tool 2 Vehicles (Land) Tool 3 Tool 4	# 1/5 1/5

Character Portrait	Age 24	Height 168cm	Weight 140 lbs.			
	Skin Color Light Brown	Hair color Blonde	Eye Color Brown			
		ckground: <u>Farmer</u>				
	Autongrad, and her of the city gave her humble beginnings 4, it fell on Drea to would occasionally a orks killed her youn home and take up a not protect themsel Ability Score Improvaction Skills: Beast Nature +1, Percepti	Drea grew up on a farm a few kilometers 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, Medicine +1, Nature +1, Perception +1, Survival +1 Tool Skills: Vehicles (Land) +1, Carpentry Tools +1				
Languages, Classless Feats,	J	Inventory				
Languages, Classless Feats, and Additional Traits		Inventory				
Common and Humanic	Currency:	Treasu	ıre:			
	Aeons: 2	_				
	Change: 68		_			
	Extra Weapons:	-				
	Extra Weapons.					
	Useful Gear:	Other	:			
		with se	on Clothes x1, a storybook everal pages missing, a ely-shaped key, and a s foot.			
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