Character Name			Class & Level Warrior 1	Background Farmer	Player Name Griffin G. Salazar
Dre	a Adea	arie	Heritage Human		Size Medium
STR 3.5 CON 3	Action Skills Climb: 1/5 Swim: 2/5 Carry Weight: 175 lbs. Max Health: 13 Total Movement: 24m		Health: 13 20%: 1/2	Base Mover Penalty: -3 Languages: Base Armor +.5, Extra	age & Size Features ment: 20 meters, Dodge , RaDEF: DEF+3 c Common and Humanic, r: 1, ASI(x2): DEX +.5, CON Skills: Navigation & Swim y: When Health reaches 0,
3 DEX 4	Move./Action: 6m Sleight of Hand: 1/5 Stealth: 1/5 Actions: 4 Arcana: 1/5 Lore: 2/5	Wpn. 1 Arqueb Wpn. 2 Wpn. 3 Dagger Wpn. 4 Ammo 1 Minib Ammo 2 Gunpov Cor	Dmg. 1d4 +4 phys. Dmg. alls # 10		
1.5 2.5	Mechanics: 1/5 Medicine: 2/5 Nature: 2/5 Theology: 1/5 Extra Skills: 1 Appraisal: 1/5 Beast Handling: 2/5 Insight: 1/5 Navigation: 2/5 Perception: 2/5 Survival: 2/5	Type Mat. 1 Mat. 2	Stealth disadv.? DEX disadv.? Armor Bonus: Weight:		
СНА 2	Survival: $\frac{2}{5}$ Beguilement: $\frac{1}{5}$ Intimidation: $\frac{2}{5}$ Persuasion: $\frac{1}{5}$	Archery: Firearm: 3 Large: Medium:	oon Skills /5 Small: 1/5 /5 Throwing: _/5 /5 Unarmed: _/5 /5 Extc1 _/5 /5 Extc2 _/5		Tool Skills pentry Tools

Character Portrait	Age 24	Height 168cm	Weight 140 lbs.		
	Skin Color Light Brown	Hair color Blonde	Eye Color Brown		
	Ва	ckground: Farmer			
	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, Percepti				
Languages, Classless Feats, and Additional Traits	Inventory				
and Additional Traits	Currency: Aeons: 2 Change: 68 Extra Weapons:	- Treasu	re:		
	Useful Gear:		on Clothes x1, a storybook veral pages missing, a		
		strange rabbit's	ely-shaped key, and a		
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