Character Name

Drea Adearie

Class & Level	Background	Player Name
Warrior 1	Farmer	Griffin G. Salazar

Heritage	Size
Human	Medium

STR 3.5

Climb: 1/5
Swim: 1/5
Carry Weight: 175 lbs.

CON 3

Max Health: 13

AGI 3

Movement: 35 ft.

DEX 4

Sleight of Hand: 1/5
Stealth: 1/5
Strikes: 2

INT 1.5

Arcana: 1/5
Lore: 1/5
Mechanics: 1/5
Medicine: 2/5
Nature: 2/5
Theology: 1/5
Extra Skills: 1

WIS 2.5

Appraisal: 1/5
Beast Handling: 2/5
Insight: 1/5
Navigation: 1/5
Perception: 2/5
Survival: 2/5

CHA 2

Beguilement: 1/5
Intimidation: 2/5
Persuasion: 1/5

Current Health: 13

50%: skill disadv.	25%: 1/2 move.	10%: All disadv.
6	3	1

Armor	Dodge	DEF/RaDEF
1	4	5/8

Fortitude	Reflex	Willpower
3 (+3)	4 (+4)	2 (+2)

Initiative	Well-Rested?	Temp DEF
+4	Yes	

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

Fighting Style: You gain a bonus to attacks with Firearm weapons equal to your Firearm proficiency (+3).

Equipped Gear

Weap. 1	Arquebus	Dam. (Type)	1d8 +4 (Phys.)
Weap. 2	Dagger	Dam. (Type)	1d4 +4 (Phys.)
Weap. 3		Dam. (Type)	

Ammo 1	Miniballs	Num. Left	10
Ammo 2	Gunpowder	Num. Left	1 lb.

Consumables

Cons. 1	Rations	Num. Left	x3
Cons. 2		Num. Left	
Cons. 3		Num. Left	

Armor

Type		Stealth disadv.?	☐
		DEX disadv.?	☐
Mat. 1		Weight	
Mat. 2		Armor Bonus	

Weapon Skills

Archery:	_/5	Small:	2/5
Firearm:	3/5	Throwing:	_/5
Large:	_/5	Unarmed:	_/5
Medium:	_/5	Exotic 1:	_/5
Polearm:	_/5	Exotic 2:	_/5

Tool Skills

		Own?	
Tool 1	Carpentry Tools	☒	1/5
Tool 2	Vehicles (Land)	☐	2/5
Tool 3		☐	_/5
Tool 4		☐	_/5
Tool 5		☐	_/5

Character Portrait

Age	Height	Weight
24	5'6"	140 lbs.

Skin Color	Hair color	Eye Color
Light Brown	Blonde	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, Medicine +1, Nature +1, Perception +1, Survival +1
Weapon Skills: Small +1, Firearm +1
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.