| Character Name | | | Class & Level Warrior 1 | Background Farmer | Player Name Griffin G. Salazar |
|----------------|--|--|---|--|--|
| Dre | a Adea | arie | Heritag Humar | | 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 | | Humar Health: 13 20%: 1/2 10%: All disadv. 1.3 2.6 1.3 Dodge 5/8 Reflex 3.5 (+2.5) Well-Rested? N 0 | Heri Base Move Penalty: -: Languages Base Armo +.5, Extra +1, Tenac come back | Medium tage & Size Features ement: 20 meters, Dodge 3, RaDEF: DEF+3 s: Common and Humanic, or: 1, ASI(x2): DEX +.5, CON Skills: Navigation & Swim ity: When Health reaches 0, c up with 1. Class Features |
| 3 DEX 4 | Move./Action: 6m Sleight of Hand: 1/5 Stealth: 1/5 Actions: 4 | Wpn. 1 Arquel Wpn. 2 | Dmg. 1d4 +4 phys Dmg. # 10 | | |
| 1.5 wis 2.5 | Arcana: 1/5 Lore: 2/5 Mechanics: 1/5 Medicine: 2/5 Nature: 2/5 Theology: 1/5 Extra Skills: 1 Appraisal: 1/5 Beast Handling: 1/5 Insight: 1/5 Navigation: 2/5 Perception: 2/5 Survival: 2/5 | C.3 Type Mat. 1 Mat. 2 | Armor Stealth disadv.? DEX disadv.? Armor Bonus: Weight: | | |
| СНА 2 | Survival: $\frac{2}{3}$ /5 Beguilement: $\frac{1}{5}$ /5 Intimidation: $\frac{2}{5}$ /5 Persuasion: $\frac{1}{5}$ | Archery: _ Firearm: _ Large: _ Medium: _ | pon Skills _/5 | Tool 2 Ve Tool 3 Tool 4 | Tool Skills rpentry Tools |

| Character Portrait | Age 24 | Height 168cm | Weight 140 lbs. | | |
|--|---|---|--|--|--|
| | Skin Color Light Brown | Hair color Blonde | Eye Color Brown | | |
| | L | | | | |
| | 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. | | | | |
| | Action Skills: Beast Nature +1, Perception Tool Skills: Vehicles | Improvement: STR +.5 Beast Handling +1, Intimidation +1, Medicine +1, Perception +1, Survival +1 Sehicles (Land) +1, Carpentry Tools +1 s: Small +1, Firearm +3 | | | |
| | | <u>.</u> | | | |
| Languages, Classless Feats, and Additional Traits | Currency: | Inventory | cory Treasure: | | |
| | Aeons: | | | | |
| | | - | | | |
| | Change: 68 | _ | | | |
| | Extra Weapons: | | | | |
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| | | | | | |
| | Useful Gear: | Other | | | |
| | | Comm | on Clothes x1, a storybook everal pages missing, a ely-shaped key, and a | | |
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