Drea Ac	lear	l I War	rior 1 Heritage	Background Player Name Farmer Griffin G. Salazar Size
Died / (c	<u> </u>	<u> </u>	Human	Medium
STR 3.5 Climb: Swim: Carry Weight: Max Health:	1/5 50% disaded	5 3 Dodge 4 Itude Reflex 4	10%: All disadv. 1 DEF/RaDEF 5/8 Willpower 2	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).
AGI Movement: 2	35 ft.	(+4) ative -4 Well- Rested? Yes	Temp DEF	
DEX Sleight of Han Stealth: Strikes:	d: <u>1</u> /5 Weap. 3 <u>1</u> /5 Ammo 2	Miniballs Gunpowder Consumat	8 +4 (Phys.) 4 +4 (Phys.) Left 10	
INT Arcana: Lore: Mechanics: Medicine: Nature: Theology:	1/5 1/5 1/5 1/5 1/5 1/5 1/5	Num.	Left	
Extra Skills: _	<u> </u>	Armor		
WIS 2 5 Appraisal: Beast Handling Insight: Navigation: Perception: Survival:	g: 1/5 1/5 1/5 1/5 1/5 1/5 1/5	DE> Weigh	alth disadv.?	
		Weapon Sk	kills	Tool Skills
CHA Beguilement: Intimidation: Persuasion:	<u>1</u> /5 Fire <u>1</u> /5 Lar	earm: <u>1</u> /5 Th		Tool 1 Carpentry Tools X 1/5 Tool 2 Vehicles (Land) 2/5 Tool 3

Character Portrait	Age 24	Height 5'6"	Weight 140 lbs.		
	Skin Color Light Brown	Hair color Blonde	Eye Color Brown		
		Dogleonound E	- Sarmar		
	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 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.		