Character Name	e	Class & Level Warrior 1	Background Player Name Farmer Griffin G. Salazar
Dre	a Adea	Heritage Human	
3.5 CON AGI	Climb: 1/5 Swim: 1/5 Carry Weight: 175 lbs. Max Health: 13 Movement: 35 ft.	$ \begin{array}{c c} \textbf{Armor} & \textbf{Dodge} \\ \textbf{1} & \textbf{5/8} \\ \hline & \textbf{5/8} \\ \hline \\ \textbf{Fortitude} & \textbf{Reflex} \\ \textbf{3} & (+3) & (+4) & (+2) \\ \hline \\ \textbf{Initiative} & \textbf{Well-Rested?} \\ \textbf{Yes} & \textbf{Yes} \\ \hline \end{array} $	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).
DEX 4	Sleight of Hand: 1/5 Stealth: 1/5 Strikes: 2 Arcana: 1/5 Lore: 1/5 Mechanics: 1/5 Mechanics: 1/5	Weap. 1 Arquebus Dam. (Type) 3d8 +4 (Phys.) Weap. 2 Dagger Weap. 3 Dam. (Type) 2d4 +4 (Phys.) Dam. (Type) 2d4 +4 (Phys.) 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	
1.5 2.5	Medicine: $\frac{2}{5}$ Nature: $\frac{2}{5}$ Theology: $\frac{1}{5}$ Extra Skills: $\frac{1}{2}$ Appraisal: $\frac{1}{2}$ 5 Beast Handling: $\frac{2}{5}$ 5 Insight: $\frac{1}{5}$ 5 Navigation: $\frac{1}{5}$ 5 Perception: $\frac{2}{5}$ 5 Survival: $\frac{2}{5}$ 5	Armor Type Stealth disadv.? DEX disadv.? Weight Mat. 2 Armor Bonus	
CHA 2	Beguilement: $1/5$ Intimidation: $2/5$ Persuasion: $1/5$	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 Tool 1 Carpentry Tools x 1/5 Tool 2 Vehicles (Land) 2/5 Tool 3 /5 Tool 4 /5 Tool 5 /5

Character Portrait	Age 24	Height 5'6"	Weight 140 lbs.
	Skin Color Light Brown	Hair color Blonde	Eye Color Brown
		Background:F	
	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		Invento	ry
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.