

# Perfect Tommy

NAME			PLAYERNAME			POINTS
Str2	1000	Human	Medium	5'3"	155 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
2	3000	0	Male			
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	

<b>STR</b> Strength	12	+1			<b>HP</b> hit points	16	WOUNDS/CURRENT HP					SUBDUAL DAMAGE			DAMAGE THRESHOLD			DAMAGE REDUCTION			SPEED		
<b>DEX</b> Dexterity	14	+2			<b>AC</b> armor class	14	TOTAL	FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	Walk 30 ft.			
<b>CON</b> Constitution	10	+0			<b>INITIATIVE</b> modifier	+2	TOTAL	+2	+0														
<b>INT</b> Intelligence	15	+2			<b>BASE ATTACK</b> bonus	+2																	
<b>WIS</b> Wisdom	13	+1																					
<b>CHA</b> Charisma	18	+4																					

SAVING THROWS						TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER	<b>REPUTATION</b>	0
<b>FORTITUDE</b> (constitution)	+2	+2	+0	+0							<b>ACTION POINTS</b>	
<b>REFLEX</b> (dexterity)	+2	+0	+2	+0							<b>WEALTH</b>	7
<b>WILL</b> (wisdom)	+1	+0	+1	+0								

<b>MELEE</b> attack bonus	TOTAL	+3	BASE ATTACK BONUS	+2	STR MODIFIER	+1	SIZE MODIFIER	+0	MISC MODIFIER	+0	TEMP MODIFIER	
<b>RANGED</b> attack bonus	TOTAL	+4	BASE ATTACK BONUS	+2	DEX MODIFIER	+2	SIZE MODIFIER	+0	MISC MODIFIER	+0	TEMP MODIFIER	

<b>UNARMED</b>	TOTAL ATTACK BONUS	+3	DAMAGE	1d3+1	CRITICAL	20/x2
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\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Autohypnosis	WIS	1	= 1	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	4	= 4	+	+
✓ Climb	STR	2	= 1 + 1.0	+	+
✓ Computer Use	INT	2	= 2	+	+
✓ Concentration	CON	0	= 0	+	+
Control Shape	WIS	1	= 1	+	+
Craft (Chemical)	INT	3	= 2 + 1.0	+	+
Craft (Electronic)	INT	2	= 2	+	+
Craft (Mechanical)	INT	2	= 2	+	+
Craft (Pharmaceutical)	INT	3	= 2 + 1.0	+	+
✓ Craft (Structural)	INT	2	= 2	+	+
✓ Craft (Visual Art)	INT	2	= 2	+	+
✓ Craft (Writing)	INT	2	= 2	+	+
Decipher Script	INT	2	= 2	+	+
Demolitions	INT	2	= 2	+	+
✓ Diplomacy	CHA	4	= 4	+	+
Disable Device	INT	2	= 2	+	+
✓ Disguise	CHA	4	= 4	+	+
✓ Drive	DEX	2	= 2	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	2	= 2	+	+
✓ Gamble	WIS	1	= 1	+	+
✓ Gather Information	CHA	5	= 4 + 1.0	+	+
Handle Animal	CHA	4	= 4	+	+
✓ Hide	DEX	2	= 2	+	+
✓ Intimidate	CHA	5	= 4 + 1.0	+	+
Investigate	INT	3	= 2 + 1.0	+	+
✓ Jump	STR	2	= 1 + 1.0	+	+
Knowledge (Arcane Lore)	INT	2	= 2	+	+
Knowledge (Art)	INT	2	= 2	+	+
Knowledge (Behavioral Sciences)	INT	2	= 2	+	+
Knowledge (Business)	INT	2	= 2	+	+
Knowledge (Civics)	INT	2	= 2	+	+
Knowledge (Current Events)	INT	3	= 2 + 1.0	+	+
Knowledge (Earth and Life Sciences)	INT	3	= 2 + 1.0	+	+
Knowledge (History)	INT	2	= 2	+	+
Knowledge (Physical Sciences)	INT	2	= 2	+	+
Knowledge (Popular Culture)	INT	4	= 2 + 2.0	+	+
Knowledge (Streetwise)	INT	3	= 2 + 1.0	+	+
Knowledge (Tactics)	INT	6	= 2 + 4.0	+	+
Knowledge (Technology)	INT	2	= 2	+	+
Knowledge (Theology and Philosophy)	INT	2	= 2	+	+
✓ Listen	WIS	1	= 1	+	+
✓ Move Silently	DEX	2	= 2	+	+
✓ Navigate	INT	2	= 2	+	+
✓ Perform (Act)	CHA	4	= 4	+	+
✓ Perform (Dance)	CHA	4	= 4	+	+
✓ Perform (Keyboards)	CHA	4	= 4	+	+
✓ Perform (Percussion Instruments)	CHA	4	= 4	+	+
✓ Perform (Sing)	CHA	4	= 4	+	+
✓ Perform (Stand-Up)	CHA	4	= 4	+	+
✓ Perform (Stringed Instruments)	CHA	4	= 4	+	+
✓ Perform (Wind Instruments)	CHA	4	= 4	+	+
Pilot	DEX	2	= 2	+	+

✓: can be used untrained. X: exclusive skills

## SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		MAX RANKS		MISC MODIFIER
			RANKS		RANKS		
✓ Profession	WIS	1	=	1	+		+
Psicraft	CHA	4	=	4	+		+
Read/Write Language		0	=	0	+		+
Repair	INT	2	=	2	+		+
✓ Research	INT	2	=	2	+		+
✓ Ride	DEX	2	=	2	+		+
✓ Search	INT	2	=	2	+	0.5	+
✓ Sense Motive	WIS	1	=	1	+		+
Sleight of Hand	DEX	2	=	2	+		+
Speak Language(Arabic, French)		2	=	0	+	2.0	+
Spellcraft	INT	2	=	2	+		+
✓ Spot	WIS	1	=	1	+		+
✓ Survival	WIS	1	=	1	+		+
✓ Swim	STR	1	=	1	+		+
✓ Treat Injury	WIS	1	=	1	+		+
Tumble	DEX	2	=	2	+		+
Use Magic Device	CHA	4	=	4	+		+

✓: can be used untrained. X: exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

## WEIGHT ALLOWANCE

Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

## TALENTS / SPECIAL ABILITIES

Ignore Hardness

## FEATS

Combat Reflexes	The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent. With this feat, the character may also make attacks of opportunity when flat-footed
Far Shot	When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled
Personal Firearms Proficiency	The character can fire any personal firearm without penalty
Point Blank Shot	The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally

## PROFICIENCIES

Air Pistol, Air Rifle, AKM/AK-47, Barrett Light Fifty, Beam Sword, Benelli 121 M1, Beretta 92F, Beretta 93R, Beretta M3P, Blowgun, Brass Knuckles, Browning BPS, Cleaver, Club, Colt Double Eagle, Colt M1911, Colt Python, Concussion Rifle, Concussion Rod, Crossbow, Cryonic Rifle, Crystal Pistol, Derringer, Desert Eagle, Disintegrator, Falcon .45, Flamethrower, Flare Gun, Gauntlet, Glock 17, Glock 20, Gravity Snare, Heavy Mace, High Frequency Sword, HK G3, HK MP5, HK MP5K, HK PSG1, Javelin, Ketch-all Pole, Knife, Laser Optics, Laser Pistol, Laser Rifle, Laser Sniper Rifle, Light Mace, Lightning Gun, M-60, M16A2, M4 Carbine, MAC Ingram M10, Metal Baton, Mini-Grenade Launcher, Mini-Rocket Launcher, Mossberg, OICW Assault Rifle, Paint Ball Gun, Pathfinder, Pepper Spray, Pistol Whip, Plasma Pistol, Plasma Rifle, Pulse Rifle, Punching Dagger, Quarterstaff, Rail Gun, Remington 700, Rifle Butt, Ruger Service-Six, S and W M29, Sap, Sawed-Off Shotgun, Shortspear, Sickle, SITES M9, Skorpion, Slingshot, Sonic Beam, Speargun, Spiked Club, Steyr AUG, Sticky Foam Sprayer, Stun Baton, Stun Gun, Super Watergun, TACMIL Sniper Rifle, Tangler Gun, Taser, TEC-9, Tonfa, Twin thunder machine gun, Unarmed Strike, Uzi, Walther PPK, Water Cannon, Whip, Winchester 94

## LANGUAGES

Arabic, French

## ALLEGIANCES

## TEMPLATES