

Reno Nevada

NAME	PLAYERNAME	POINTS
Cha4	Medium	93
CLASS	SIZE	VISION
4	Male	
TCL	GENDER	HAIR
6000	5'4"	138 lbs.
EXPERIENCE	HEIGHT	WEIGHT
10000		
NEXT LEVEL	EYES	
Human		
RACE		
0		
AGE		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP hit points	WOUNDS/CURRENT HP					SUBDUAL DAMAGE	DAMAGE THRESHOLD	DAMAGE REDUCTION	SPEED				
STR Strength	14	+2			28							15		Walk 30 ft.				
DEX Dexterity	13	+1			AC armor class	TOTAL	FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
CON Constitution	15	+2								1	0	1	0	0		0	+0	0
INT Intelligence	14	+2			INITIATIVE modifier	TOTAL												
WIS Wisdom	12	+1																
CHA Charisma	17	+3			BASE ATTACK bonus	+2												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER	REPUTATION	3
FORTITUDE (constitution)	+4	+2	+2	+0		ACTION POINTS	
REFLEX (dexterity)	+3	+2	+1	+0		WEALTH	7
WILL (wisdom)	+2	+1	+1	+0			

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3+2	20/x2

*: 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.

SKILLS		MAX RANKS		7/3.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Autohypnosis	WIS	1	= 1	+ +
✓ Balance	DEX	1	= 1	+ +
✓ Bluff	CHA	6	= 3 + 3.0	+ +
✓ Climb	STR	2	= 2	+ +
✓ Computer Use	INT	4	= 2 + 2.0	+ +
✓ Concentration	CON	2	= 2	+ +
Control Shape	WIS	1	= 1	+ +
Craft (Chemical)	INT	2	= 2	+ +
Craft (Electronic)	INT	2	= 2	+ +
Craft (Mechanical)	INT	2	= 2	+ +
Craft (Pharmaceutical)	INT	2	= 2	+ +
✓ Craft (Structural)	INT	2	= 2	+ +
✓ Craft (Visual Art)	INT	2	= 2	+ +
✓ Craft (Writing)	INT	4	= 2	+ + 2
Decipher Script	INT	2	= 2	+ +
Demolitions	INT	2	= 2	+ +
✓ Diplomacy	CHA	8	= 3 + + 5	
Disable Device	INT	2	= 2	+ +
✓ Disguise	CHA	3	= 3	+ +
✓ Drive	DEX	1	= 1	+ +
✓ Escape Artist	DEX	1	= 1	+ +
✓ Forgery	INT	2	= 2	+ +
✓ Gamble	WIS	3	= 1 + + 2	
✓ Gather Information	CHA	13	= 3 + 6.0 + 4	
Handle Animal	CHA	3	= 3	+ +
✓ Hide	DEX	1	= 1	+ +
✓ Intimidate	CHA	8	= 3 + 3.0 + 2	
Investigate	INT	5	= 2 + 3.0 +	
✓ Jump	STR	2	= 2	+ +
Knowledge (Arcane Lore)	INT	2	= 2	+ +
Knowledge (Art)	INT	2	= 2	+ +
Knowledge (Behavioral Sciences)	INT	2	= 2	+ +
Knowledge (Business)	INT	10	= 2 + 7.0 + 1	
Knowledge (Civics)	INT	2	= 2	+ +
Knowledge (Current Events)	INT	2	= 2	+ +
Knowledge (Earth and Life Sciences)	INT	2	= 2	+ +
Knowledge (History)	INT	2	= 2	+ +
Knowledge (Physical Sciences)	INT	2	= 2	+ +
Knowledge (Popular Culture)	INT	5	= 2 + 3.0 +	
Knowledge (Streetwise)	INT	2	= 2	+ +
Knowledge (Tactics)	INT	2	= 2	+ +
Knowledge (Technology)	INT	2	= 2	+ +
Knowledge (Theology and Philosophy)	INT	2	= 2	+ +
✓ Listen	WIS	3	= 1 + 2.0 +	
✓ Move Silently	DEX	1	= 1	+ +
✓ Navigate	INT	4	= 2 + 2.0 +	
✓ Perform (Act)	CHA	3	= 3	+ +
✓ Perform (Dance)	CHA	3	= 3	+ +
✓ Perform (Keyboards)	CHA	3	= 3	+ +
✓ Perform (Percussion Instruments)	CHA	3	= 3	+ +
✓ Perform (Sing)	CHA	3	= 3	+ +
✓ Perform (Stand-Up)	CHA	3	= 3	+ +
✓ Perform (Stringed Instruments)	CHA	3	= 3	+ +
✓ Perform (Wind Instruments)	CHA	7	= 3 + 2.0 + 2	
Pilot	DEX	1	= 1	+ +

✓: can be used untrained. X: exclusive skills

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS			7/3.5
			ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Profession	WIS	8	=	1	+	7.0
Psicraft	CHA	3	=	3	+	+
Read/Write Language		0	=	0	+	+
Repair	INT	2	=	2	+	+
✓ Research	INT	2	=	2	+	+
✓ Ride	DEX	1	=	1	+	+
✓ Search	INT	2	=	2	+	+
✓ Sense Motive	WIS	2	=	1	+	1.5
Sleight of Hand	DEX	1	=	1	+	+
Speak Language(French, Portuguese, Spanish, Japanese)		4	=	0	+	4.0
Spellcraft	INT	2	=	2	+	+
✓ Spot	WIS	1	=	1	+	+
✓ Survival	WIS	1	=	1	+	+
✓ Swim	STR	2	=	2	+	+
✓ Treat Injury	WIS	1	=	1	+	+
Tumble	DEX	1	=	1	+	+
Use Magic Device	CHA	3	=	3	+	+

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EQUIPMENT

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

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

TALENTS / SPECIAL ABILITIES

Dazzle
Fast-Talk

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
Confident	The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation
Creative (Craft (Writing), Perform (Wind Instruments))	Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally
Trustworthy	The character gets a +2 bonus on all Diplomacy checks and Gather Information checks
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PROFICIENCIES

Air Pistol, Air Rifle, Beam Sword, Blowgun, Brass Knuckles, Cleaver, Club, Concussion Rod, Crossbow, Flamethrower, Flare Gun, Gauntlet, Heavy Mace, High Frequency Sword, Javelin, Ketch-all Pole, Knife, Laser Optics, Light Mace, Metal Baton, Paint Ball Gun, Pepper Spray, Pistol Whip, Punching Dagger, Quarterstaff, Rifle Butt, Sap, Shortspear, Sickle, Slingshot, Speargun, Spiked Club, Sticky Foam Sprayer, Stun Baton, Stun Gun, Super Watergun, Taser, Tonfa, Unarmed Strike, Water Cannon, Whip

LANGUAGES

French, Japanese, Portuguese, Spanish

ALLEGIANCES

TEMPLATES