

Dr. Buckaroo Banzai

NAME			PLAYERNAME				POINTS
Cha4 Ded4	28000	Human	Medium	6'0"	218 lbs.		
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
8	36000	0	Male		,		
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	14	+2		
CON Constitution	13	+1		
INT Intelligence	18	+4		
WIS Wisdom	14	+2		
CHA Charisma	16	+3		

HP hit points	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE THRESHOLD	DAMAGE REDUCTION	SPEED				
AC armor class	43						13		Walk 30 ft.				
TOTAL	16	14	16	10	4	0	2	0	0	0	+0	0	
		FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier $+2 = +2 + +0$
TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus $+5$

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER
FORTITUDE (constitution)	+5	+4	+1	+0	
REFLEX (dexterity)	+5	+3	+2	+0	
WILL (wisdom)	+5	+3	+2	+0	

REPUTATION 8

ACTION POINTS

WEALTH 11

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+6	+5	+1	+0	+0	
RANGED attack bonus	+7	+5	+2	+0	+0	

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+6	1d3+1	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.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Autohypnosis	WIS	2	= 2	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	3	= 3	+	+
✓ Climb	STR	1	= 1	+	+
✓ Computer Use	INT	5	= 4	+ 1.0	+
✓ Concentration	CON	3	= 1	+ 2.0	+
Control Shape	WIS	2	= 2	+	+
Craft (Chemical)	INT	4	= 4	+	+
Craft (Electronic)	INT	5	= 4	+ 1.0	+
Craft (Mechanical)	INT	4	= 4	+	+
Craft (Pharmaceutical)	INT	6	= 4	+	+ 2
✓ Craft (Structural)	INT	5	= 4	+ 1.0	+
✓ Craft (Visual Art)	INT	5	= 4	+ 1.0	+
✓ Craft (Writing)	INT	5	= 4	+	+ 1
Decipher Script	INT	4	= 4	+	+
Demolitions	INT	4	= 4	+	+
✓ Diplomacy	CHA	7	= 3	+ 2.0	+ 2
✓ Disable Device	INT	4	= 4	+	+
✓ Disguise	CHA	3	= 3	+	+
✓ Drive	DEX	5	= 2	+ 3.0	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	4	= 4	+	+
✓ Gamble	WIS	2	= 2	+	+
✓ Gather Information	CHA	8	= 3	+ 3.0	+ 2
Handle Animal	CHA	3	= 3	+	+
✓ Hide	DEX	2	= 2	+	+
✓ Intimidate	CHA	3	= 3	+	+
Investigate	INT	9	= 4	+ 3.0	+ 2
✓ Jump	STR	1	= 1	+	+
Knowledge (Arcane Lore)	INT	4	= 4	+	+
Knowledge (Art)	INT	7	= 4	+ 3.0	+
Knowledge (Behavioral Sciences)	INT	4	= 4	+	+
Knowledge (Business)	INT	4	= 4	+	+
Knowledge (Civics)	INT	4	= 4	+	+
Knowledge (Current Events)	INT	7	= 4	+ 3.0	+
Knowledge (Earth and Life Sciences)	INT	8	= 4	+ 2.0	+ 2
Knowledge (History)	INT	5	= 4	+ 1.0	+
Knowledge (Physical Sciences)	INT	9	= 4	+ 3.0	+ 2
Knowledge (Popular Culture)	INT	5	= 4	+ 1.0	+
Knowledge (Streetwise)	INT	6	= 4	+ 2.0	+
Knowledge (Tactics)	INT	5	= 4	+ 1.0	+
Knowledge (Technology)	INT	6	= 4	+	+ 2
Knowledge (Theology and Philosophy)	INT	7	= 4	+ 1.0	+ 2
✓ Listen	WIS	3	= 2	+ 1.0	+
✓ Move Silently	DEX	2	= 2	+	+
✓ Navigate	INT	4	= 4	+	+
✓ Perform (Act)	CHA	3	= 3	+	+
✓ Perform (Dance)	CHA	3	= 3	+	+
✓ Perform (Keyboards)	CHA	3	= 3	+	+
✓ Perform (Percussion Instruments)	CHA	3	= 3	+	+
✓ Perform (Sing)	CHA	4	= 3	+ 1.0	+
✓ Perform (Stand-Up)	CHA	3	= 3	+	+
✓ Perform (Stringed Instruments)	CHA	4	= 3	+ 1.0	+
✓ Perform (Wind Instruments)	CHA	3	= 3	+	+
Pilot	DEX	3	= 2	+ 1.0	+

✓: can be used untrained. ✗: exclusive skills

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		MAX RANKS		MISC MODIFIER
			RANKS	MODIFIER	RANKS	MODIFIER	
✓ Profession	WIS	13	= 2	+ 11.0	+		11/5.5
Psicraft	CHA	3	= 3	+			
Read/Write Language		2	= 0	+ 2.0	+		
Repair	INT	4	= 4	+			
✓ Research	INT	7	= 4	+ 3.0	+		
✓ Ride	DEX	3	= 2	+ 1.0	+		
✓ Search	INT	5	= 4	+ 1.0	+		
✓ Sense Motive	WIS	6	= 2	+ 2.0	+ 2		
Sleight of Hand	DEX	2	= 2	+			
Speak Language(Spanish, French, German)		3	= 0	+ 3.0	+		
Spellcraft	INT	4	= 4	+			
✓ Spot	WIS	2	= 2	+			
✓ Survival	WIS	3	= 2	+ 1.0	+		
✓ Swim	STR	1	= 1	+			
✓ Treat Injury	WIS	5	= 2	+ 1.0	+ 2		
Tumble	DEX	3	= 2	+ 1.0	+		
Use Magic Device	CHA	3	= 3	+			
			=	+			

✓ can be used untrained. ✗ exclusive skills

TEMPLATES

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

Charm (Male, Female)

Empathy

Intuition

FEATS

Action Boost	You have the ability to alter your luck drastically in dire circumstances
Archaic Weapons Proficiency	The character takes no penalty on attack rolls when using any kind of archaic weapon
Attentive	The character gets a +2 bonus on all Investigate checks and Sense Motive checks
Educated (Knowledge (Earth and Life Sciences), Knowledge (Physical Sciences), Knowledge (Technology), Knowledge (Theology and Philosophy))	Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills
Medical Expert	The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks
Renown	The character's Reputation bonus increases by +3
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

PROFICIENCIES

Air Pistol, Air Rifle, Battleaxe, Beam Sword, Blowgun, Bolas, Brass Knuckles, Cleaver, Club, Compound Bow, Concussion Rod, Crossbow, Cutlass, Falchion, Fixed Bayonet, Flamethrower, Flare Gun, Gauntlet, Glaive, Grapple-Firing Crossbow, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hand Crossbow, Hatchet, Heavy Flail, Heavy Lance, Heavy Mace, High Frequency Sword, Javelin, Ketch-all Pole, Knife, Laser Optics, Light Flail, Light Lance, Light Mace, Longsword, Machete, Maul, Metal Baton, Naginata, Net, Paint Ball Gun, Pepper Spray, Pick, Pickaxe, Pistol Whip, Punching Dagger, Quarterstaff, Ranseur, Rapier, Rifle Butt, Saber, Sap, Scimitar, Scythe, Short Sword, Shortspear, Shuriken, Sickle, Sling, Slingshot, Spear, Speargun, Spiked Club, Sticky Foam Sprayer, Straight Razor, Stun Baton, Stun Gun, Super Watergun, Sword Cane, Taser, Tonfa, Trident, Unarmed Strike, Wakizashi, Warhammer, Water Cannon, Whip

LANGUAGES

French, German, Spanish

ALLEGIANCES