	gal ó S	Scan	dláir	า			Manu	-										c Goo	bd	
NAME							PLAYER						DEITY				LIGNM			
	og2 Gn	d9		5000			Humar	n(DS)		Med	ium		5' 9"	175 lb			lorma	l		
CLASS				PERIEN	ICE		RACE			SIZE			HEIGHT	WEIGHT			ISION			
<u>15</u>				20000			25 AGE			Male			Green		n, Neat	0				
Characte ABILITY	BASE	BASE		ABILITY		TEMP	AGE			GENE			EYES	HAIR			UNIS	SPEE	. D	
NAME	SCORE	MOD	SCORE	MOD	SCORE	MOD	HP	153		WC	UNDS/CURRENT HP		SUBDUAL DAMAGE	D,	AMAGE REDUCTION	, Г		Walk		
STR Strength	13	+1	13	+1	13	+1	hit points	153	<u>'</u>									VValk	0	
DEX	21	+5	27	+8	27	. 0	AC	34]: 3	34 :	13 = 1	0	+ 21 + 0 + 0 + 0) + 0 -	+ 3		40	+(0	0
Dexterity	21	+5	21	+0	21	+8	armor class	TOTA		AT		SE	ARMOR SHIELD STAT SI		MISC M	ISS	ARCANE	ARM	OR 5	SPELL
CON		+3	17	+3	17	+3						_	BONUS BONUS			ANCE	SPELL	CHE PENA	LTY R	RESIST
Constitution							INITI	ATIVE	+10) = -	+8 + +2				SKILLS			MAX R		8/9
INT Intelligence	17	+3	17	+3	17	+3	<u> </u>	amer	TOTA		DEX MISC DIFIER MODIFIER		SKILL NAM	E	KEY ABILITY	SKILL	ABILI MODIFI	IER RAN	IKS MOI	MISC DIFIER
WIS	13	+1	13	+1	13	+1	BASE A	TTACK				1	Appraise		INT	3	= 3	+	+	
Wisdom		τı	13	τι	13	* 1		nus	-	-14/	+9/+4	1	Balance		DEX	17	= 8	+ 7.	.0 +	2
CHA Charisma	13	+1	13	+1	13	+1						1	Bluff		CHA	1	= 1	+	+	
Charisma												/	Climb		STR	14	= 1	+ 13	8.0 +	
	ING THRO		TOTA	L BASE	ABILIT	TY MAG	SIC MISC	EPIC TE	MP co	onditional	modifiers	1	Concentration		CON	3	= 3	+	+	
FO	RTITU	DE	+14	4= +7	' + + 3	3 + +	4 + +0	+ +0 +				1	Craft (Biotechnology)		INT	3	= 3	+	+	
P	(constitution)	X	+22					+ +0 +				1	Craft (Electronics)		INT	1	= 3	+		-2
	(dexterity)				<u>++</u> +	3 + +	+++		-11			1	Craft (Gunsmithing)		INT	5	= 3	+ 2.	-	0
WIL	LPOV (wisdom)	VER	+9	= +4	+ + 1	+ +	4 ++0	+ + + 0 +				1	Craft (Mechanics)		INT	1	= 3	+		-2
			ΤΟΤΑ	 			ICK BONUS	STAT	SIZE	MISC	EPIC TEMP	1	Craft (Metallurgy)	le)	INT INT	3 3	= 3	+	+	
ME	LEE		15/+1			+14/+		+ +1 +	+0 +	+0	+++0+		Craft (Pharmaceutica Craft (Printing)	is)	INT	3	= 3 = 3	+	+	
attack	bonus	+	15/+1	0/+5	」⁼∟	+14/1	-9/+4	+ + +	+0 +	+0	+ +0 +	1	Craft (Robotics)		INT	3 1		++	+	-2
	IGED	+2	22/+17	7/+12	=	+14/-	+9/+4	+ +8 +	+0 +	+0	+ + +0 +	1	^x Craft (Untrained)		INT	3	= 3	++	+	-2
	PPLE		45/ 4	o/ 5	╡┝		0/ 1				i Ha H	1	Diplomacy		CHA	1	= 3	+	+	
attack	c bonus	+	15/+1	0/+5	=	+14/+	+9/+4	+ +1 +	+0 +	+0	+ +0 +	1	Disguise		CHA	1	- 1	+	+	
	UNA		n		TOTAL	ATTAC	K BONUS	D/	AMAGE		CRITICAL	1	Escape Artist		DEX	8	= 8	+	+	
	UNA				+	15/+1	0/+5	1	d3+1		20/x2	1	Forgery		INT	3	= 3	+	+	
	A t o m		Cro	aaha			JRRENT H	AND TY	PF	SIZE	CRITICAL	1	Freefall		DEX	13	= 8		.0 +	
	Auton	atic	CIO	SSDO	W		Carried			M	19-20/x2	1	Gather Information		CHA	1	= 1	+	+	
To Hit	30			150'	40	30		450'	2/+ 0		600'	1	Heal		WIS	1	= 1	+	+	
Dam	+23/+1 2d6		+24	2/+17/+ 2d6	·12	+20/+1		+18/+13 2d6		+	16/+11/+6 2d6	1	Hide		DEX	8	= 8	+	+	
	I Properti			200		20		200			200	1	Intimidate		CHA	1	= 1	+	+	
*Die	-1 C	a rh i i					JRRENT H	AND TY		SIZE	CRITICAL	1	Jump		STR	21	= 1	+ 18	8.0 +	2
	ster C					to	Off-hand			M	19-20/x2	1	Listen		WIS	19	= 1	+ 18	8.0 +	
w	eapon or		nition)/I		ork)							1	Move Silently		DEX	8	- 8	+	+	
To Hit	30 +2		-	150' +22		30 +2		450' +18			600' +16	1	Navigate		INT	3	= 3	+	+	
Dam	4d8		-	4d8+3		4d8		4d8+			4d8+3	1	Perform		CHA	1	= 1	+	+	
Specia	l Properti	es										1	Pilot		DEX	18	= 8	+ 10).0 +	
*Blag	ster C	arhi	10 /. 4	(Enhan			JRRENT H	AND TY	PE S	SIZE	CRITICAL	1	Research		WIS	1	= 1	+	+	
			•	•		.0	Primary			М	19-20/x2	1	Ride		DEX	8	= 8	+	+	
W	eapon or 30		nition)/l	Masterw 150'	ork)	30	0,	450'			600'	1	Search		INT			+ 11	.0+	
To Hit	+24/+1		+23	3/+18/+	13	+21/+1		+19/+14	4/+9	+1	17/+12/+7	1	Sense Motive		WIS WIS	1	= 1	+	+	
Dam	4d8	-		4d8+4		4d8	3+4	4d8+	4		4d8+4	1	Spot Swim		STR	19 -76	= 1 = 1	+ 18		77
Specia	I Properti	es								_			Tumble		DEX			+ + 18	+ + + 0 +	
	Gre	enad	e (Adh	esive)		CL	JRRENT H		PE \$	SIZE	CRITICAL	1	Urban Lore		WIS	1	= 0	+ 10	+ 0.0	2
	10			20'		3	Carried	40'		Т	20/x2	1	Use Device		INT	3	= 3	++	+	
To Hit	+23/+1		+2	20 1/+16/+	.11	+19/+		+16/+1	1/+6	+	50 14/+9/+4	1	Use Rope		DEX	8	= 8	+	+	
Dam	*+			*+1		*+		*			*	1	Wilderness Lore		WIS	1	= 1	+	+	
Specia	l Properti	es			Bl	ast radio	us creates	adhesive ar	ea						-		=	+	+	
	Gre	nade	Conc	ussion)		CL	JRRENT H	AND TY	PE S	SIZE	CRITICAL						=	+	+	
				20'			Carried			Т	20/x2		✓ : can b	e used untr	ained. X : excl	usive s	kills			
To Hit	10 +23/+1		+2'	20' 1/+16/+	.11	3 +19/+		40' +16/+11	1/+6	+	50' 14/+9/+4									
Dam	6d6		_	6d6+1		6d6		6d6		<u> </u>	6d6									
	l Properti	es	1		I						-									
1H-P: One	is equipped handed, in pon is heavy	primary h	nand. 1 H- (OL) : 2 we	O : One ha eapons, p	anded, in c rimary han	iff hand. 2 id (off har	2H: Two hand and weapon is	led. 2W-P-(OH light). 2W-OH	i) : 2 weap : 2 weap	pons, p ons, off	rimary hand (off hand.									
		А	RMOR				TYPE	AC MA	XDEX CI	HECK	SPELL FAILURE									
*	Assault	hards	suit (M	asterv		5				+0	40									
				o Arm				_												
	*R	ng of	Protec	ction +	3			+3		+0	0									

	Grenade	(Flash-Bang)		CURRENT F	TYPE	SIZE T		CRITICAL 20/x2	
	10'	20'	1	30'		40'			50'
To Hit	+23/+18/+13	+21/+16/+11	+	19/+14/+9	+16	6/+11/+6	6	+1	14/+9/+4
Dam	*+1	*+1		*+1		*			*
Speci	al Properties	Blast radius creats blinding light.							

	Grenad	e (Frag)		CURRENT F		TYPE	SIZE T	CRITICAL 20/x2
	10'	20'		30'		40'		50'
To Hit	+23/+18/+13	+21/+16/+11	+	19/+14/+9	+16	6/+11/+6	6 +	14/+9/+4
Dam	6d6+1	6d6+1		6d6+1		6d6		6d6
Speci	al Properties		Half	Fire Half pier	cing da	amage		

	Grenade	(Incendiary)		CURRENT F	IAND	TYPE	S	IZE	CRITICAL	
	Cronado (incendiary)				Carried			Т	20/x2	
	10'	20'		30'		40'			50'	
To Hit	+23/+18/+13	+21/+16/+11	+	19/+14/+9	+16	6/+11/+6	6	+′	14/+9/+4	
Dam	Dam 6d6+1 6d6+1			6d6+1		6d6		6d6		
Special Properties				Fire Dam	age					

	Grenade	(Nausoa)		CURRENT F	IAND	TYPE	SIZE	CRITICAL
	Oronauc		Carried			Т	20/x2	
	10'	20'		30'		40'		50'
To Hit	+23/+18/+13	+21/+16/+11	+	19/+14/+9	+16	6/+11/+6	3 +	14/+9/+4
Dam	*+1	*+1		*+1		*		*
Speci	al Properties	t rad	lius creates no	xious	gas in ar	ea		

	Grenade	(Smoke)		CURRENT F	IAND	TYPE	SI	ZE	CRITICAL
	Oronada	(onloke)		Carried		-	Г	20/x2	
	10'	20'		30'		40'			50'
To Hit	+23/+18/+13	+21/+16/+11	+	19/+14/+9	+16	6/+11/+6	6	+′	14/+9/+4
Dam	*+1	*+1		*+1		*			*
Speci	al Properties	ast radius creates smoke in area							

	Grenad	e (Stun)		CURRENT F	IAND	TYPE	SI	ZE	CRITICAL
	Oronad		Carried		-	Т	20/x2		
	10'	20'		30'		40'			50'
To Hit	+23/+18/+13	+21/+16/+11	+	19/+14/+9	+16	6/+11/+6	6	+′	14/+9/+4
Dam 6d6+1		6d6+1	6+1 6d6+1		6d6			6d6	
Specia	al Properties	Blast damage is subdual							

	Grenade L	auncher		CURRENT F	IAND	TYPE	SI	ZE	CRITICAL
			Carried			L	20/x2		
	30'	200'		400'		600'			800'
To Hit	+23/+18/+13	+22/+17/+12	+2	20/+15/+10	+18	8/+13/+8	3	+1	6/+11/+6
Dam	*+1	*		*		*			*
Specia	Special Properties								

EQUIPME	NT			
ITEM	LOCATION	QTY	WТ	COST
Assault hardsuit (Masterwork/+5 (Enhancement to Armor))	Equipped	1	350.0	40150.0
Pouch (Belt) ^{0 lbs.}	Equipped	1	0.5	1.0
Automatic Crossbow	Carried	1	8.0	200.0
Backpack 54 lbs., 2 Bolts (10) (Automatic Crossbow/Masterwork), 5 Grenade (Adhesive), 5 Grenade (Concussion), 5 Grenade (Flash-Bang), 5 Grenade (Frag), 5 Grenade (Incendiary), 5 Grenade (Nausea), 5 Grenade (Smoke), 5 Grenade (Stun), 1 Grenade Launcher	Equipped	1	2.0	2.0
Blaster Carbine (+3 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	9.0	19200.0
Blaster Carbine (+4 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	9.0	33200.0
Bolts (10) (Automatic Crossbow/Masterwork)	Backpack	2	1.0 (2.0)	11.0 (22.0)
Boosted Reflexes	Equipped	1	0.0	5000.0
Cloak of Resistance +4	Equipped	1	1.0	16000.0
Danger Sense 80 XP, DC 18	Equipped	1	0.0	2000.0
Elemental Resistance (Advanced Fire) 480 XP, DC 20	Equipped	1	0.0	12000.0
Elemental Resistance (Basic Electricity) 80 XP, DC 18	Equipped	1	0.0	2000.0
Enhanced Ability Dexterity +6 1440 XP, DC 20	Equipped	1	0.0	36000.0
Grenade (Adhesive) Blast radius creates adhesive area	Backpack	5	1.0 (5.0)	50.0 (250.0)
Grenade (Concussion)	Backpack	5	1.0 (5.0)	100.0 (500.0)
Grenade (Flash-Bang) Blast radius creats blinding light.	Backpack	5	1.0 (5.0)	50.0 (250.0)
TOTAL WEIGHT CARRIED/VA	ALUE		435.5 Ibs.	195285.0 gp

EQUIPMENT ITEM LOCATION QTY WT COST Grenade (Frag) Backpack 100.0 5 1.0 (5.0) (500.0) Half Fire Half piercing da Grenade (Incendiary) Backpack 5 1.0 100.0 (5.0) (500.0) Fire Damage 50.0 Grenade (Nausea) Backpack 5 1.0 (5.0) (250.0) Blast radius creates noxious gas in area Grenade (Smoke) Backpack 5 1.0 30.0 (5.0) (150.0) Blast radius creates smoke in area Grenade (Stun) Backpack 5 1.0 50.0 (250.0) (5.0) Blast damage is subdual Backpack 12.0 500.0 Grenade Launcher 1 Minicell (25) (Blaster Carbine) Equipped 4 0.5 15.0 (2.0) (60.0) ____ Outfit (Explorer's) 8.0 0.0 Equipped 1 Ring of Protection +3 0.0 18000.0 Equipped 1 Ring of Swimming Equipped 1 0.0 2300.0 0.0 6000.0 Trauma Symbiote Equipped 1 240 XP, DC 10 TOTAL WEIGHT CARRIED/VALUE 435.5 195285.0 lbs. gp

		WEIGHT ALLC	DWANC	E	
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750
		SPECIAL AB	ILITIES		
Backfire					
Dead Aim					
Dodge Fire					
Evasion (Ex)					
Firestorm					
Gun Mastery +3					
Haste					
Sneak Attack 1d6					

Feb 9, 2005 3:12:42 PM Created using PCGen 5.7.14

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

	FEATS
Ambidexterity	-
Ambidextenty	The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.
Autofire	Get an extra hit with Autofire for every 3 over targets \ensuremath{AC}
Combat Reflexes	When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier.
Improved Critical (Blaster Carbine)	When using the weapon the character selected, the character's threat range is doubled.
Improved Unarmed Strike	The character is considered to be armed even when unarmed.
Point Blank Shot	The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Rapid Shot	The character can get one extra attack per round with a ranged weapon.
Technical Proficiency	You can use high-tech devices without penalty
Two-Gun Shooting	Penalties for firing two firearms are reduced by 2
Weapon Focus (Blaster Carbine)	The character adds +1 to all attack rolls the character makes using the selected weapon.
Armor Proficiency (Heavy)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (HighTechHeavy)	See Text
Armor Proficiency (HighTechLight)	See Text
Armor Proficiency (HighTechMedium)	See Text
Armor Proficiency (HighTechPowered)	Proficient with Powered Armor
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Exotic Weapon Proficiency	The character makes attack rolls with the weapon normally.
HighTechMartial Weapon Proficiency	You are proficient in High-tech martial weapons
HighTechSimple Weapon Proficiency	You are proficient in High-tech simple weapons
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES

Armor Spikes, Assault Blaster, Assault Carbine, Assault Laser, Assault Rifle, Automatic Crossbow, Axe, Axe (Throwing), Battleaxe, Bayonet, Blaster Cannon, Blaster Carbine, Blaster Pistol, Blaster Rifle, Blaster pistol, Blowgun, Club, Compound Longbow, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Light), Flamethrower, Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Grenade (Adhesive), Grenade (Concussion), Grenade (Flash-Bang), Grenade (Frag), Grenade (Incendiary), Grenade (Nausea), Grenade (Smoke), Grenade (Stun), Grenade Launcher, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Heavy AutoPistol, Heavy Autopistol, Heavy Machinegun, Holdout Laser, Holdout Pistol, Hunting Carbine, Hunting Rifle, Javelin, Katana (Martial), Kusari-gama, Lance, Laser Cannon, Laser Carbine, Laser Pistol, Laser Rifle, Light AutoPistol, Light Autopistol, Light Machinegun, Longbow, Longbow (Composite), Longspear, Longsword, MARTIAL, Mace, Mace (Heavy), Mind Blade, Missile Launcher, Rocket Launcher (Multishot), SIMPLE, Sap, Scimitar, Screamer Pistol, Screamer Rifle, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Shotgun, Sickle, Sling, Sniper Rifle, Stun baton, Stun gauntlets, Submachine Gun, Sword (Bastard/Martial), Sword (Short), Taser Pistol, Trident, Unarmed Strike, Wakizashi, Warxe (Dwarven/Martial), Warhammer

LANGUAGES Common, Literacy TEMPLATES

Notes:

Character Sheet Notes: