



Gregmon

Sasquatch

Male

9'3" 350

+6 7 strong 6 soldier DB +4

Ian

Military

Brown Hairy

CN



at 7th 47AC pts

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	18	+4		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	15	+2		
WIS WISDOM	14	+2		
CHA CHARISMA	14	+2		

HP hit points	TOTAL	87	CURRENT HP	
DEFENSE	TOTAL	35		
		10 +	7	3
			3	-1
			3	

INITIATIVE modifier	TOTAL	3		
		+3		
BASE ATTACK bonus		+1/+6/+1		
SPEED		30ft		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)	10	+2	+3	
REFLEX (DEXTERITY)	8	+3	+3	
WILL (WISDOM)	6	+4	+2	

REPUTATION	+2
ACTION POINTS	92
WEALTH BONUS	

COMBAT ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	+4/+9/+4	+1/+6/+1	+4	-1	
RANGED attack bonus	+13/+8/+3	+1/+6/+1	+3	-1	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
HK G3	14/19/14	2d10+3	19-20
30ft 11	Ballistic Large	Sor A	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Tec-9	13/8/3	2d6	20
40' 4	Ballistic Med	Sor A	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Longsword	14/9/4	1d8+7	19-20
4lb	Slashing Med		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
Undercover vest	Concealable	+3	Yes <input checked="" type="checkbox"/> No <input type="checkbox"/>
Armor Penalty	Weight	Speed	Size
-2	3lb	30	Light +5

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Balance	Dex	=	+3		
<input type="checkbox"/>	Bluff	Cha	=	+2		
<input type="checkbox"/>	Climb	Str	=	+3		
<input type="checkbox"/>	Computer Use	Int	=	+2		
<input type="checkbox"/>	Concentration	Con	=	+3		
<input type="checkbox"/>	Craft (Structural)	Int	=	+2		
<input type="checkbox"/>	Craft ()	Int	=	+2		
<input type="checkbox"/>	Craft ()	Int	=	+2		
<input type="checkbox"/>	Decipher Script	Int	=	+2		
<input checked="" type="checkbox"/>	Demolitions	Int	=	+3		
<input type="checkbox"/>	Diplomacy	Cha	=	+2		
<input type="checkbox"/>	Disable Device	Int	=	+2		
<input type="checkbox"/>	Disguise	Cha	=	+2		
<input checked="" type="checkbox"/>	Drive	Dex	=	+6		
<input type="checkbox"/>	Escape Artist	Dex*	=	+2		
<input type="checkbox"/>	Forgery	Int	=	+2		
<input type="checkbox"/>	Gamble	Wis	=	+2		
<input type="checkbox"/>	Gather Information	Cha	=	+2		
<input checked="" type="checkbox"/>	Handle Animal	Cha	=	+5		
<input type="checkbox"/>	Hide	Dex*	=	+2		
<input checked="" type="checkbox"/>	Intimidate	Cha	=	+6	+4	
<input type="checkbox"/>	Investigate	Int	=	+2		
<input checked="" type="checkbox"/>	Jump	Str*	=	+8		
<input checked="" type="checkbox"/>	Knowledge (Tactics)	Int	=	+7	+1	
<input checked="" type="checkbox"/>	Knowledge (Current events)	Int	=	+2		
<input checked="" type="checkbox"/>	Knowledge (Streetwise)	Int	=	+2		
<input checked="" type="checkbox"/>	Listen	Wis	=	+3		
<input type="checkbox"/>	Move Silently	Dex*	=	+2		
<input checked="" type="checkbox"/>	Navigate	Int	=	+5		
<input type="checkbox"/>	Perform ()	Cha	=	+2		
<input type="checkbox"/>	Perform ()	Cha	=	+2		
<input type="checkbox"/>	Pilot	Dex	=	+2		
<input checked="" type="checkbox"/>	Profession	Wis	=	+2		
<input checked="" type="checkbox"/>	Read/Write Lang. ()	-	=	+2		
<input type="checkbox"/>	Read/Write Lang. ()	-	=	+2		
<input type="checkbox"/>	Read/Write Lang. ()	-	=	+2		
<input checked="" type="checkbox"/>	Repair	Int	=	+7		
<input type="checkbox"/>	Research	Int	=	+2		
<input type="checkbox"/>	Ride	Dex	=	+2		
<input type="checkbox"/>	Search	Int	=	+2		
<input type="checkbox"/>	Sense Motive	Wis	=	+2		
<input type="checkbox"/>	Sleight of Hand	Dex	=	+2		
<input checked="" type="checkbox"/>	Speak Language (Weren)	-	=	+2		
<input type="checkbox"/>	Speak Language ()	-	=	+2		
<input type="checkbox"/>	Speak Language ()	-	=	+2		
<input checked="" type="checkbox"/>	Spot	Wis	=	+7		
<input checked="" type="checkbox"/>	Survival	Wis	=	+7		
<input type="checkbox"/>	Swim	Str*	=	+7		
<input type="checkbox"/>	Treat Injury	Wis	=	+2		
<input type="checkbox"/>	Tumble	Dex*	=	+2		

CHARACTER RECORD SHEET
 6d8+11+21
 6x10+18
 15+11+21
 22+18

47
 40
 87
 20
 30
 50
 46
 42

GEAR			
	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

FEATS

- Acrobatic
- Aircraft Operation*
- Alertness
- Animal Affinity
- Archaic Weapons Proficiency
- Armor Proficiency (light)
 - Armor Proficiency (medium)
 - Armor Proficiency (heavy)
- Athletic
- Attentive
- Blind-Fight
- Brawl
 - Improved Brawl
 - Knockout Punch
 - Improved Knockout Punch
 - Streetfighting
 - Improved Feint
- Builder
- Cautious
- Combat Expertise
 - Improved Disarm
 - Improved Trip
 - Whirlwind Attack
- Combat Martial Arts
 - Improved Combat Martial Arts
 - Advanced Combat Martial Arts
- Combat Reflexes
- Confident
- Creative
- Deceptive
- Defensive Martial Arts
 - Combat Throw
 - Improved Combat Throw
 - Elusive Target
 - Unbalance Opponent
- Dodge
 - Agile Riposte
 - Mobility
 - Spring Attack
- Drive-By Attack
- Educated*
- Endurance
- Exotic Melee Weapon Proficiency*
- Far Shot
 - Dead Aim
- Focused
- Frightful Presence
- Gearhead
- Great Fortitude
- Guide
- Heroic Surge
- Improved Damage Threshold**
- Improved Initiative
- Iron Will
- Lightning Reflexes
- Low Profile
- Medical Expert
- Meticulous
- Nimble
- Personal Firearms Proficiency
 - Advanced Firearms Proficiency
 - Burst Fire
 - Exotic Firearms Proficiency*
 - Strafe
 - Point Blank Shot
 - Double Tap
 - Precise Shot
 - Shot on the Run
 - Skip Shot
 - Power Attack
 - Cleave
 - Great Cleave
 - Improved Bull Rush
 - Sunder
 - Quick Draw
 - Quick Reload
 - Renewn
 - RGN
 - Simple Weapons Proficiency
 - Stealthy
 - Studious
 - Surface Vehicle Operation*
 - Surgery
 - Toughness**
 - Track
 - Trustworthy
 - Two-Weapon Fighting
 - Improved Two-Weapon Fighting
 - Advanced Two-Weapon Fighting
 - Vehicle Expert
 - Force Stop
 - Vehicle Dodge
 - Weapon Finesse*
 - Weapon Focus* +1 mattackrolls
 - Windfall**
 - Weapon Specialization +2 on damage
 - _____
 - _____

HK
HK

*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type.
**You can gain this feat multiple times. Its effects stack.

ALLEGIANCES

LANGUAGES

READ/WRITE?	LANGUAGE	READ/WRITE?

FX ABILITIES

DIVINE SPELLS	PSIONIC POWERS

TALENTS/SPECIAL ABILITIES

- Low-light vision
- reach 10ft
- Advanced Melee Smash +3 damage to melee attack
- Extreme Effort +2 on str checks
- Tactical Aid
- Improved Critical