

Kurtis Grange

NAME
 Ded2 Fas2
 Guns2 17900 Human
 CLASS EXPERIENCE RACE
 6 21000 24
 TCL NEXT LEVEL AGE

George Webster

PLAYERNAME
 32 POINTS
 Medium 6'2" 183 lbs.
 SIZE HEIGHT WEIGHT VISION
 Male Brown Brown, Crew
 GENDER EYES HAIR



STR Strength	10	+0			HP hit points	38	WOUNDS/CURRENT HP				SUBDUAL DAMAGE	DAMAGE THRESHOLD	DAMAGE REDUCTION	SPEED							
DEX Dexterity	14	+2			AC armor class	21	19	20	10	8	1	2	0	7	0	+0	0				
CON Constitution	13	+1			TOTAL FLAT TOUCH BASE CLASS BONUS EQUIP BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS MISS CHANCE																
INT Intelligence	16	+3			INITIATIVE modifier	+2	+2	+0	TOTAL DEX MODIFIER MISC MODIFIER												
WIS Wisdom	13	+1			BASE ATTACK bonus	+3															
CHA Charisma	13	+1			TOTAL BASE SAVE ABILITY MODIFIER MISC MODIFIER TEMP MODIFIER																

FORTITUDE (constitution)	+3	+2	+1	+0		REPUTATION	1
REFLEX (dexterity)	+6	+4	+2	+0		ACTION POINTS	41
WILL (wisdom)	+7	+4	+1	+2		WEALTH	8

MELEE attack bonus	+3	+3	+0	+0	+0	
RANGED attack bonus	+5	+3	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d3	20/x2

Glock 18C (9mm Machine Pistol/Laser)	CURRENT HAND	TYPE	SIZE	CRITICAL			
Sight/Suppressor (Pistol)	Carried	Ba	S	20/x2			
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
30 ft.	+8	+8	+8	+4	+6	+6	2d6+1
60 ft.	+5	+5	+5	+1	+3	+3	2d6
90 ft.	+3	+3	+3	-1	+1	+1	2d6
120 ft.	+1	+1	+1	-3	-1	-1	2d6
150 ft.	-1	-1	-1	-5	-3	-3	2d6
Rate of Fire	S,A	Special Properties	Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)				

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30 ft.	+8	+8	+8	+4	+6	+6	2d6+1
60 ft.	+5	+5	+5	+1	+3	+3	2d6
90 ft.	+3	+3	+3	-1	+1	+1	2d6
120 ft.	+1	+1	+1	-3	-1	-1	2d6
150 ft.	-1	-1	-1	-5	-3	-3	2d6
Rate of Fire	S,A	Special Properties	Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)				

Knife	CURRENT HAND	TYPE	SIZE	CRITICAL			
	Carried	P	T	19-20/x2			
To Hit	1H-P	Dam	2W-P-(OH)	To Hit	Dam		
	+3	1d4	-1	-1	1d4		
	+3	1d4	+1	+1	1d4		
	+3	1d4	+1	+1	1d4		
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
10 ft.	+6	+6	+6	+2	+4	+4	1d4+1
20 ft.	+4	+4	+4	+0	+2	+2	1d4+1
30 ft.	+2	+2	+2	-2	+0	+0	1d4+1
40 ft.	-1	-1	-1	-5	-3	-3	1d4
50 ft.	-3	-3	-3	-7	-5	-5	1d4
Rate of Fire		Special Properties					

*: 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.

*Light Undercover Shirt	TYPE	ARMOR BONUS	MAX DEX BONUS
	Light	+1	+7
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES	
+0	0	Lic(+1)	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	2	= 2	+	+
Bluff	CHA	3	= 1 + 2.0	+	+
Climb	STR	0	= 0	+	+
Computer Use	INT	3	= 3	+	+
Concentration	CON	1	= 1	+	+
Craft (Structural)	INT	3	= 3	+	+
Craft (Visual Art)	INT	3	= 3	+	+
Craft (Writing)	INT	3	= 3	+	+
Diplomacy	CHA	5	= 1 + 4.0	+	+
Disguise	CHA	1	= 1	+	+
Drive	DEX	2	= 2	+	+
Escape Artist	DEX	2	= 2	+	+
Forgery	INT	3	= 3	+	+
Gamble	WIS	1	= 1	+	+
Gather Information	CHA	5	= 1 + 4.0	+	+
Hide	DEX	6	= 2 + 4.0	+	+
Intimidate	CHA	3	= 1 + 2.0	+	+
Investigate	INT	10	= 3 + 7.0	+	+
Jump	STR	0	= 0	+	+
Knowledge (Behavioral Sciences)	INT	5	= 3 + 2.0	+	+
Knowledge (Civics)	INT	5	= 3 + 2.0	+	+
Knowledge (Tactics)	INT	5	= 3 + 2.0	+	+
Knowledge (Technology)	INT	5	= 3 + 2.0	+	+
Knowledge (Theology and Philosophy)	INT	4	= 3 + 1.0	+	+
Listen	WIS	7	= 1 + 6.0	+	+
Move Silently	DEX	8	= 2 + 6.0	+	+
Navigate	INT	3	= 3	+	+
Perform (Act)	CHA	1	= 1	+	+
Perform (Dance)	CHA	1	= 1	+	+
Perform (Keyboards)	CHA	1	= 1	+	+
Perform (Percussion Instruments)	CHA	1	= 1	+	+
Perform (Sing)	CHA	1	= 1	+	+
Perform (Stand-Up)	CHA	1	= 1	+	+
Perform (Stringed Instruments)	CHA	1	= 1	+	+
Perform (Wind Instruments)	CHA	1	= 1	+	+
Profession	WIS	1	= 1	+	+
Research	INT	3	= 3	+	+
Ride	DEX	2	= 2	+	+
Search	INT	3	= 3	+	+
Sense Motive	WIS	8	= 1 + 7.0	+	+
Sleight of Hand	DEX	8	= 2 + 6.0	+	+
Spot	WIS	7	= 1 + 6.0	+	+
Survival	WIS	1	= 1	+	+
Swim	STR	0	= 0	+	+
Treat Injury	WIS	4	= 1 + 3.0	+	+
Tumble	DEX	8	= 2 + 6.0	+	+

/: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
9mm FMJ Bullets, 50 pack Standard Ammo	Day Pack	2	1.5 (3.0)	5.0 (10.0)
Chemical Light Sticks (5)	Carried	1	1.0	2.0
Day Pack 5.5 lbs., 1 Duct Tape, 1 Flashlight, Standard, 1 Multipurpose Tool, 2 9mm FMJ Bullets, 50 pack	Equipped	1	2.0	5.0
Duct Tape	Day Pack	1	1.0	4.0
Evidence Kit, Basic		1	6.0	7.0
Penlight	Carried	1	0.5	3.0
Flashlight, Standard	Day Pack	1	1.0	4.0
Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol)) 0 lbs. Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)	Holster, Concealed carry	1	3.5	30.0
Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol)) 0 lbs. Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)	Holster, Concealed carry	1	3.5	30.0
Handcuffs, Zip-Tie (25)	Carried	1	0.5	6.0
Holster, Concealed carry 3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))	Equipped	1	0.5	5.0
Holster, Concealed carry 3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))	Equipped	1	0.5	5.0
Knife	Carried	1	1.0	7.0
Light Undercover Shirt Lic(+1)	Equipped	1	2.0	13.0
Multi-Function PDA/Cell Phone Functions incl. PDA, cell phone, digital camera, digital audio recorder, and pager	Carried	1	0.5	17.0
Multipurpose Tool	Day Pack	1	0.5	9.0
TOTAL WEIGHT CARRIED/VALUE			21 lbs. 157.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

TALENTS / SPECIAL ABILITIES
Close Combat Shot
Empathy
Increased Speed
Reputation 1
Wealth Bonus 8 (Current) 8 (Starting)

FEATS	
Advanced Firearms Proficiency	The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an auto-fire setting)
Double Tap	When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit
Iron Will	The character gets a +2 bonus on all Will saving throws
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
Precise Shot	The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally
Two-Weapon Fighting	The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand
Weapon Focus (Glock 18C)	Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat

STARTING OCCUPATION
Law Enforcement

PROFICIENCIES
LANGUAGES
Arabic, English, Russian
ALLEGIANCES
TEMPLATES

Notes:

Character Sheet Notes: