

Kurtis Grange

NAME

Ded2 Fas2

Guns2
CLASS

6

TCL

17900

EXPERIENCE

21000

NEXT LEVEL

Human

RACE

24

AGE

George Webster

PLAYERNAME

Medium

SIZE

Male

GENDER

6'2"

HEIGHT

Brown

EYES

183 lbs.

WEIGHT

Brown, Crew

HAIR

32

POINTS



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	10	+0			38			13		Walk 35 ft.
DEX Dexterity	14	+2			AC armor class	21	19	20	10	0
CON Constitution	13	+1			TOTAL	FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS
INT Intelligence	16	+3			INITIATIVE	+2	+2	+0	DEX MODIFIER	MISC MODIFIER
WIS Wisdom	13	+1			BASE ATTACK	+3			SIZE MODIFIER	MISC BONUS
CHA Charisma	13	+1							MISS CHANCE	ARCANE SPELL FAILURE
SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER	REPUTATION	1			ARMOR CHECK PENALTY
FORTITUDE (constitution)	+3	+2	+1	+0		ACTION POINTS	41			SPELL RESISTANCE
REFLEX (dexterity)	+6	+4	+2	+0		WEALTH	8			
WILL (wisdom)	+7	+4	+1	+2						
MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER				
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)				

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)			

Knife				CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	P	T	19-20/x2
To Hit		Dam		To Hit		Dam	
1H-P	+3	1d4		2W-P-(OH)	-1	1d4	
1H-O	+3	1d4		2W-P-(OL)	+1	1d4	
2H	+3	1d4		2W-OH	+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	MAX RANKS	9/4.5
✓ 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	Day Pack	2	1.5	5.0
Standard Ammo				
☐☐				
Chemical Light Sticks (5)	Carried	1	1.0	2.0
☐				
Day Pack	Equipped	1	2.0	5.0
5.5 lbs., 1 Duct Tape, 1 Flashlight, Standard, 1 Multipurpose Tool, 2 9mm FMJ Bullets, 50 pack				
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))	Holster, Concealed carry	1	3.5	30.0
0 lbs. Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)				
Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))	Holster, Concealed carry	1	3.5	30.0
0 lbs. Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)				
Handcuffs, Zip-Tie (25)	Carried	1	0.5	6.0
☐				
Holster, Concealed carry	Equipped	1	0.5	5.0
3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))				
Holster, Concealed carry	Equipped	1	0.5	5.0
3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))				
Knife	Carried	1	1.0	7.0
Light Undercover Shirt	Equipped	1	2.0	13.0
Lic(+1)				
Multi-Function PDA/Cell Phone	Carried	1	0.5	17.0
Functions incl. PDA, cell phone, digital camera, digital audio recorder, and pager				
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: