

d20 Modern Characters

Created By: Harold R. Nichols, Jr.

Harold Nichols: Tough Hero 1; CR 1; Medium Humanoid (6' 0", 216 lbs; Age: 28; Race/Sex: Human Male); **HD** 1d10+3; **hp** 13; **Mas** 16; **Init** +1 (+1 dex); **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +0; **Grap** +1; **Atk** +1 melee (1d3+1, Unarmed Strike); **Full Atk** +1 melee (1d3+1, Unarmed Strike) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Good, Friends, Law; **SV** Fort +4, Ref +1, Will +1; **AP** 5; **Rep** +0; **Wealth** +10; **Str** 12, **Dex** 13, **Con** 16, **Int** 12, **Wis** 13, **Cha** 10.

Occupation: Creative (*Bonus Class Skills:* Craft [Creative Writing], Computer Use, Spot +1)

Skills: Concentration +7, Craft (Mechanical) +3, Drive +3, Profession +5, Read/Write English, Speak English, Spot +6.

Feats: Combat Reflexes, Simple Weapon Proficiency, Personal Firearms Proficiency.

Talents (Tough Hero): Remain Conscious

Equipment: GalPos Device w/ Sat Uplink, Violet Rations (15), Display Glasses, Power Backpack, x.

Rachel Boyce: Dedicated Hero 1; CR 1; Medium Humanoid (5' 3", 149 lbs; Age: 25; Race/Sex: Human Female); **HD** 1d6+1; **hp** 7; **Mas** 12; **Init** +1 (+1 dex); **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +0; **Grap** +0; **Atk** +0 melee (1d3, Unarmed Strike); **Full Atk** +0 melee (1d3, Unarmed Strike) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Good, Friends, Law; **SV** Fort +0, Ref +1, Will +6; **AP** 5; **Rep** +9; **Wealth** +9; **Str** 10, **Dex** 12, **Con** 12, **Int** 16, **Wis** 16, **Cha** 10.

Occupation: Student (*Bonus Class Skills:* Knowledge [Popular Culture] +1, Knowledge [Theology & Philosophy] +1, Research)

Skills: Drive +3, Knowledge (Popular Culture) +10, Knowledge (Theology & Philosophy) +10, Listen +7, Move Silently +3, Profession +7, Read/Write English, Research +7, Speak English, Spot +4.

Feats: Educated (Knowledge [Popular Culture, Theology & Philosophy]), Iron Will, Simple Weapons Proficiency.

Talents (Dedicated Hero): Empathy.

Equipment: x.

Christian Vicari: Fast Hero 1; CR 1; Medium Humanoid (6' 3", 240 lbs; Age: 21; Race/Sex: Human Male); **HD** 1d8+2; **hp** 10; **Mas** 14; **Init** +7 (+3 Dex, +4 Feat); **Spd** 30 ft; **Defense** 16 (+3 dex, +3 class), Touch 16, Flat-Footed 13; **BAB** +0; **Grap** +1; **Atk** +1 melee (1d4+1, Tonfa); **Full Atk** +1 melee (1d4+1/20, Tonfa) or +3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Mestre, Friends, Good; **SV** Fort +2, Ref +4, Will +1; **AP** 5; **Rep** +0; **Wealth** +6; **Str** 13, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10.

Occupation: Student (Bonus Class Skills: Knowledge [History], Perform [Dance], Research)

Skills: Balance +7, Hide +7, Knowledge (History) +5, Perform (Dance) +2, Profession +5, Read/Write English, Research +3, Speak English, Tumble +7.

Feats: Defensive Martial Arts, Improved Initiative, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion.

Equipment: Casual Clothing Outfit, Coat, Cell Phone, PDA, Backpack, Compass, Flashlight (Standard), Tonfa (Dmg: 1d4; Crit 20; Bludgeoning; Medium; Weight: 2 lbs).

Background: Christian is a dedicated student of the martial arts. His instructor has permitted him a break in his training so he may go, and see some of the world before he moves into the style's more advanced techniques.

Blood & Fist changes:

Initiative: +3 (+3 Dex)

Skills: Perform (Dance) +3

Feats: Capoeira, Defensive Martial Arts, Simple Weapons Proficiency

Hanaze Saburo: Fast Hero 4 / Martial Arts Master 9; CR 13; Medium Humanoid (5' 11", 153 lbs; Age: 37; Race/Sex: Human Male); **HD** 4d8+8 plus 9d8+18; **hp** 88; **Mas** 14; **Init** +x (+5 dex); **Spd** 30 ft; **Defense** 26 (+5 dex, +11 class) Touch 26, Flat-Footed 21; **BAB** +12; **Grap** +15; **Atk** +15 melee (1d4+3, Unarmed Strike); **Full Atk** +15/+10/+5 melee or +17/+12/+7 ranged; **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Sensei, Family, Friends; **SV** Fort +7, Ref +8, Will +4; **AP** 13; **Rep** +4; **Wealth** +22; **Str** 17, **Dex** 21, **Con** 14, **Int** 16, **Wis** 15, **Cha** 13.

Occupation: Athlete (*Bonus Class Skills:* Balance +1, Drive +1, Tumble +1)

Skills: Balance +13, Bluff +10, Concentration +18, Drive +13, Escape Artist +12, Knowledge (History) +12, Move Silently +12, Pressure Points +18, Profession +9, Sense Motive +11, Tumble +22.

Feats: Archaic Weapon Proficiency, Ashi-Sokuto, Block, Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Improved Block, Jujutsu, Simple Weapon Proficiency, Teisho.

Martial Arts Maneuvers: *Circle Kick:* +6 to hit (+5 dex, +1 competence), 1d10+3 (+3 str, die increased x2 from Mastery), Crit 19-20/x3; *Heart Punch:* +6 to hit (+5 dex, +1 competence), 2d6+3 (+3 str, die increased x1 from Mastery); *Heel Kick:* +6 to hit (+5 dex, +1 competence), 1d10+3 (+3 str, die increased x2 from Mastery), Crit 19-20/x3; *Jab:* +8 to hit (+5 dex, +2 maneuver, +1 competence), 1d6+3 (+3 str, die increased x1 from Mastery) or 2d6+3 once per round.

Martial Arts Masteries: Accurate Kick 1, Accurate Punch 1, Hard Kick 1, Hard Kick 2, Hard Punch 1.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Hanaze Yuko: Fast Hero 1; CR 1; Medium Humanoid (5' 4", 121 lbs; Age: 15; Race/Sex: Human Female); **HD** 1d8+2; **hp** 10; **Mas** 14; **Init** +7 (+3 Dex, +4 Feat); **Spd** 30 ft; **Defense** 16 (+3 dex, +3 class), Touch 16, Flat-Footed 13; **BAB** +0; **Grap** +1; **Atk** +1 melee (1d3+1, Unarmed Strike); **Full Atk** +1 melee (1d3+1, Unarmed Strike) or +3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Sensei, Friends, Good; **SV** Fort +2, Ref +4, Will

+1; **AP** 5; **Rep** +0; **Wealth** +6; **Str** 13, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10.

Occupation: Student (*Bonus Class Skills:* Knowledge [History], Perform [Dance], Research)

Skills: Balance +7, Knowledge (History) +4, Perform (Dance) +2, Profession +5, Read/Write Japanese, Research +2, Speak Japanese, Tumble +7.

Feats: Defensive Martial Arts, Improved Initiative, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion

Gavyn Greystone: Smart Hero 1; CR 1; Medium Humanoid (5' 10", 175 lbs; Age: 21; Race/Sex: Human Male); **HD** 1d6+1; **hp** 7; **Mas** 12; **Init** +1; **Spd** 30 ft; **Defense** 11 (+1 dex, +0 class), Touch 11, Flat-Footed 10; **BAB** +0; **Grap** +0; **Atk** +0 melee (1d3, Unarmed Strike); **Full Atk** +0 melee (1d3, Unarmed Strike) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Good, Friends, Law; **SV** Fort +1, Ref +1, Will +3; **AP** 5; **Rep** +2; **Wealth** +8; **Str** 10, **Dex** 12, **Con** 12, **Int** 16, **Wis** 14, **Cha** 12.

Occupation: Dilettante (*Bonus Class Skill:* Gamble)

Skills: Computer Use +7, Craft (Chemical) +7, Decipher Script +8, Disable Device +7, Forgery +7, Investigate +7, Knowledge (Arcane Lore) +7, Profession +7, Read/Write English, Research +7, Speak English.

Feats: Simple Weapons Proficiency, Personal Firearms Proficiency, Windfall.

Talents (Smart Hero): Savant (Decipher Script)

Equipment & Weapons: Ruger Service-Six Revolver (.38S; Dmg: 2d6; Crit 20; Ballistic; Range Inc: 30 ft; RoF: S; Mag: 6 Cyl; Small; Weight: 2 lbs; License Possessed), .38S Ammo (6 Boxes of 50), Aluminum Travel Case (10 lbs Capacity (1); Weight: 5 lbs), Business Suits (4), Casual Suits (5), Speed Loaders (5), Printer, Laptop Computer, Toyota Tacoma Xtracab (Crew: 1; Pass: 3; Cargo: 1,600 lbs; Init: -2; Maneuver: -2; Top Speed: 185 (18); Def 8; Hard 5; hp 34; Size H; License Possessed)

Background: Gavyn grew up the youngest of five children in a wealthy family. Not being one of the strongest, or best looking, of the children Gavyn developed his mind. Showing marked aptitude with computers, an interest in the supernatural, and a uncanny knack for deciphering coded messages. With these skills to back him, Gavyn applied to a securities firm as a code breaker where he built himself a small fortune. His stay at the firm didn't last as the company went under due to many violations of business law. Taking the small fortune that he had made, Gavyn has set out to make his way in the world.

Nicholas Wiker: Strong Hero 3 / Helix Warrior 4; CR 7; Medium Humanoid (5' 6", 162 lbs; Age: 21; Race/Sex: Human Male); **HD** 3d8+9 plus 4d10+12; **hp** 60; **Mas** 16; **Init** +3; **Spd** 30 ft; **Defense** 17 (+3 Dex, +4 Class), Touch 17, Flat-Footed 14; **BAB** +7; **Grap** +11; **Atk** +11 melee (1d4+4/19-20, Unarmed Strike); **Full Atk** +11/+6 melee (1d4+4/19-20, Unarmed Strike) or +10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Darkvision

60 ft, Haul, Light Sleeper, Strong as an Ox, Survivor; **AL** x, x, x; **SV** Fort +4, Ref +2, Will +3; **AP** 9; **Rep** +1; **Wealth** +20; **Str** 19, **Dex** 16, **Con** 16, **Int** 14, **Wis** 15, **Cha** 14.

Occupation: Military (*Bonus Class Skills:* Knowledge [Tactics], Move Silently)

Skills: Balance +7, Climb +14, Jump +14, Hide +7, Knowledge (Tactics) +8, Move Silently +9, Profession +10, Read/Write English, Speak English.

Feats: Advanced Firearms Proficiency, Combat Martial Arts, Endurance, Improved Combat Martial Arts, Personal Firearms Proficiency, Quick Draw, Simple Weapon Proficiency, Ultra Immune System.

Talents (Strong Hero): Ignore Hardness, Melee Smash.

Equipment: Concussion Rod (Dmg: 2d8; Crit 20; Bludgeoning/Concussion; Medium; Weight: 3 lb).

Carrying Capacity: Light Load (Up to 400 lb), Medium Load (401 to 800 lb), Heavy Load (801 to 1,200 lb). Over Head (1,200 lb), Lift Off Ground (2,400 lb), and Push/Drag (6,000 lb).

Sean Michael Davidson III: Smart Hero 3 / Magus 4 / Acolyte 3; CR 10; Medium Humanoid (5' 9", 127 lbs; Age: 27; Race/Sex: Human Male); **HD** 3d6+6 plus 4d6+8 plus 3d8+6; **hp** 60; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 17 (+2 dex, +5 class), Touch 17, Flat-Footed 15; **BAB** +5; **Grap** +6; **Atk** +6 melee (1d3+1, Unarmed Strike); **Full Atk** +6 melee (1d3, Unarmed Strike) or +7 ranged (by weapon or spell); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Arcane/Divine Skills, Brew Potion, Scribe Scroll, Spell Mastery (*Clean, Enhance Ability, Power Device, Tongues*), Turn Undead (6/day; Check: d20+3; Dmg: 2d6+6); **AL** Good, Friends, Tradition; **SV** Fort +7, Ref +5, Will +13; **AP** 11; **Rep** +5; **Wealth** +27; **Str** 13, **Dex** 15, **Con** 14, **Int** 19, **Wis** 18, **Cha** 16.

Occupation: Religious (*Bonus Class Skills:* Listen, Sense Motive)

Skills: Computer Use +10, Concentration +9, Craft (Chemical) +14, Knowledge (Arcane Lore) +19, Knowledge (Behavioral Sciences) +17, Knowledge (Civics) +10, Knowledge (Earth & Life Sciences) +17, Knowledge (History) +19, Knowledge (Physical Sciences) +10, Knowledge (Theology & Philosophy) +17, Listen +13, Profession +17, Read/Write English, Research +14, Sense Motive +13, Speak English, Spellcraft +11, Treat Injury +7.

Feats: Archaic Weapons Proficiency, Divine Heritage (Save DC: 14; 4/day- *Create Water, Cure Minor Wounds, Resistance*), Educated (Knowledge [Arcane Lore], Knowledge [History]), Empower Turning, Eschew Materials, Jack of All Trades, Magical Heritage (Save DC: 14; 4/day- *Detect Magical Aura, Haywire, Light*), Personal Firearms Proficiency, Simple Weapons Proficiency, Spell Penetration.

Talents (Smart Hero): Savant (Knowledge [Arcane Lore], Knowledge [History]).

Acolyte Spells Prepared (4/4/3; Base DC = 14 + Spell Level): 0- *Cure Minor Wounds, Light, Resistance, Virtue*; 1st- *Bless, Cure Light Wounds, Instant Identify, Sanctuary*; 2nd- *Aid, Cure Moderate Wounds, Resist Energy*.

Magus Spells Known: 0- All; 1st- *Change Self, Clean, Degauss, Hold Portal, Mage Armor, Magic Missile, Magic Weapon, Mask Metal, Power Device, Trace Purge*; 2nd- *Arcane Lock, Burglar's Buddy, Camera Shy, Darkvision, Dataread, Enhance Ability, Knock, Locate Object, Machine Invisibility, Magic Message, Relay Text, Resist Energy, Summon Vivitor II*; 3rd- *Dispel Magic, Electromagnetic Pulse, Greater Magic Weapon, Haste, Improved Arcane Lock, Nondetection, Secret Pocket, Shutdown, Slow, Tongues*.

Magus Spells Prepared (4/4/3/2; Base DC = 14 + Spell Level): 0- *Haywire, Magic ID, Mending, Message*; 1st- *Clean, Degauss, Power Device, Trace Purge*; 2nd- *Dataread, Machine Invisibility, Relay Text*; 3rd- *Electromagnetic Pulse, Shutdown*.

Evan Forestbrooke: Strong Hero 3 / Shadow Slayer 1; CR 4; Medium Humanoid (5' 11", 175 lbs; Age: 17; Race/Sex: Human Male); **HD** 3d8+9 plus 1d8+3; **hp** 33; **Mas** 17; **Init** +3 (+3 Dex); **Spd** 30 ft; **Defense** 16 (+3 dex, +3 class), Touch 16, Flat-Footed 13; **BAB** +4; **Grap** +8; **Atk** +9 melee (1d8+5/19-20, +1 Longsword); **Full Atk** +9 melee (1d8+5/19-20, +1 Longsword) or +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Detect Shadow; **AL** Self, Friends, Good; **SV** Fort +6, Ref +5, Will +4; **AP** 8; **Rep** +0; **Wealth** +17; **Str** 19, **Dex** 16, **Con** 17, **Int** 13, **Wis** 15, **Cha** 14.

Occupation: Criminal (*Bonus Class Skills:* Move Silently, Sleight of Hand)

Skills: Climb +11, Jump +11, Profession +9, Read/Write English, Repair +7, Sense Motive +3, Speak English.

Feats: Simple Weapons Proficiency, Personal Weapons Proficiency, Power Attack, Archaic Weapons Proficiency, Brawl, Improved Brawl.

Talents (Strong Hero): Melee Smash, Extreme Effort.

Equipment: +1 Longsword (1d8+1, Crit 19 - 20, Slashing, Medium, 4 lb).

Xavier Gray: Tough Hero 1; CR 1; Medium Humanoid (6' 0", 216 lbs; Age: 27; Race/Sex: Human Male); **HD** 1d10+3; **hp** 13; **Mas** 16; **Init** +1; **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +0; **Grap** +1; **Atk** +1 melee (1d3+1, Unarmed Strike); **Full Atk** +1 melee (1d3+1, Unarmed Strike) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Good, Friends, Law; **SV** Fort +4, Ref +1, Will +1; **AP** 5; **Rep** +0; **Wealth** +7; **Str** 12, **Dex** 13, **Con** 16, **Int** 12, **Wis** 13, **Cha** 10.

Occupation: Creative (*Bonus Class Skills:* Craft [Creative Writing], Computer Use, Spot +1)

Skills: Concentration +7, Craft (Mechanical) +3, Drive +3, Profession +5, Read/Write English, Speak English, Spot +6.

Feats: Combat Reflexes, Simple Weapon Proficiency, Personal Firearms Proficiency.

Talents (Tough Hero): Remain Conscious

Ming Lu: Dedicated Hero 1; CR 1; Medium Humanoid (5' 3", 149 lbs; Age: 25; Race/Sex: Human Female); **HD**

1d6+1; **hp** 7; **Mas** 12; **Init** +1; **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +0; **Grap** +0; **Atk** +0 melee (1d3, Unarmed Strike); **Full Atk** +0 melee (1d3, Unarmed Strike) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Good, Friends, Law; **SV** Fort +0, Ref +1, Will +6; **AP** 5; **Rep** +1; **Wealth** +9; **Str** 10, **Dex** 12, **Con** 12, **Int** 16, **Wis** 16, **Cha** 10.

Occupation: Student (*Bonus Class Skills:* Knowledge [Popular Culture] +1, Knowledge [Theology & Philosophy] +1, Research)

Skills: Drive +3, Knowledge (Popular Culture) +10, Knowledge (Theology & Philosophy) +10, Listen +7, Move Silently +3, Profession +7, Read/Write Japanese, Research +7, Speak Japanese, Spot +4.

Feats: Educated (Knowledge [Popular Culture, Theology & Philosophy]), Iron Will, Simple Weapons Proficiency.

Talents (Dedicated Hero): Empathy.

Aelyn Masters: Fast Hero 3 / Gunslinger 1; CR 4; Medium Humanoid (5' 3", 120 lbs; Age: 23; Race/Sex: Elf Female); **HD** 3d8+6 plus 1d10+2; **hp** 30; **Spd** 30 ft; **Defense** 19 (+5 dex, +4 class), Touch 19, Flat-Footed 14; **BAB** +2; **Grap** +4; **Atk** +4 melee (1d3+2, Unarmed Strike); **Full Atk** +4 melee (1d3+2, Unarmed Strike) or +7 ranged (2d6/20, 30 ft, SIG Pro SP 2340); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Close Combat Shot, Elf Traits; **AL** Self, Job, Friends; **SV** Fort +3, Ref +8, Will +4; **AP** 8; **Rep** +0; **Wealth** +17; **Str** 14, **Dex** 21, **Con** 15, **Int** 16, **Wis** 15, **Cha** 13.

Occupation: Law Enforcement (*Bonus Class Skills:* Drive +1, Knowledge [Tactics])

Skills: Balance +11, Drive +13, Escape Artist +12, Knowledge (Tactics) +9, Listen +4, Profession +9, Read/Write Elven, Read/Write English, Search +5, Sleight of Hand +12, Speak Elven, Speak English, Spot +6, Tumble +12.

Feats: Action Boost, Archaic Weapon Proficiency, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Two-Weapon Fighting.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Equipment: SIG Pro SP 2340 (2; Dmg: 2d6; Crit 20; Ballistic; Range Inc: 30 ft; RoF: S; Mag: 24 Box; Small; Weight: 2 lbs; License Possessed, Expanded Magazine), .40 S&W Ammo (5 boxes), SP 2340 box magazines (4), Concealed Carry Holsters (2).

Michael Lanning: Smart Hero 3 / Technosavant 5; Medium Humanoid (6' 2", 204 lbs; Age: 21; Race/Sex: Human Male); **HD** 3d6+6 plus 5d6+10; **hp** 46; **Mas** 14; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +4 class), Touch 1x, Flat-Footed 1x; **BAB** +4; **Grap** +5; **Atk** +5 melee (1d3+1, Unarmed Strike); **Full Atk** +5 melee (1d3+1, Unarmed Strike) or +6 ranged (3d10 / 20, 80 ft, Plasma Rifle); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Cybermancer, Down with Robots (+1d6/+4), Exotic Weapon Adept, Robomancer, Skilled Salvager (+2), Technophile (+2); **AL** Family, Friends, Lanning Robotics; **SV** Fort +4, Ref +6, Will +8; **AP** 10; **Rep** +2; **Wealth** +34; **Str** 13, **Dex** 15, **Con** 14, **Int** 20, **Wis** 17, **Cha** 16.

Occupation: Heir (*Bonus Class Skills:* Craft [Visual Art] +1, Knowledge [Current Events] +1)

Skills: Computer Use +18, Craft (Chemical) +11, Craft (Electronic) +18, Craft (Mechanical) +18, Craft (Structural) +11, Craft (Visual Art) +12, Disable Device +16, Drive +7, Knowledge (Current Events) +13, Knowledge (Earth & Life Sciences) +16, Knowledge (Physical Sciences) +16, Knowledge (Technology) +21, Navigate +10, Profession +14, Read/Write English, Repair +18, Speak English.

Feats: Builder (Craft [Electronic], Craft [Mechanical]), Craft Cybernetics, Educated (Knowledge [Physical Sciences], Knowledge [Technology]), Gearhead, Mastercrafter, Personal Firearms Proficiency, Salvage, Simple Weapons Proficiency.

Talents (Smart Hero): Savant (Knowledge [Technology]), Exploit Weakness.

Equipment: Plasma Rifle (Dmg: 3d10; Crit 20; Fire; Range Inc: 80 ft; RoF: S, A; Mag: 50 Box; Large; Weight: 8 lbs; License Possessed, Sound Suppressor), Plasma Rifle Power Packs (4).

Background: Michael Lanning has always had a fascination with all things technological. As an engineer, and inventor, he has made some inventions that most people could only dream of. Now that his uncle has passed on, Michael has been appointed as the new CEO of Lanning Robotics by its Board of Directors.

LR-X-658 "Virgil": Strong Hero 3 / Soldier 6 / SpecOp 5; CR 14; Medium Construct (5' 9", 288 lbs; Age: 8; Race: Human Bioreplica); **HD** 14d10+10; **hp** 91; **Mas** -; **Init** +14; **Spd** 35 ft; **Defense** 21 (+3 dex, +8 class), Touch 21, Flat-Footed 18; **BAB** +12; **Grap** +15; **Atk** +15 melee (1d3+3, Unarmed Strike); **Full Atk** +15/+10/+5 melee (1d3+3, Unarmed Strike) or +16/+11/+6 ranged (3d8/19-20, Disintegrator); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Bioreplica Traits, Hunt & Evade, Night Mover, Shock & Awe, Silent Death, Specialist (Weapons), Weapon Specialization (Disintegrator), Tactical Aid, Improved Critical (Disintegrator); **AL** Michael Lanning, Lanning Robotics, Good; **SV** Fort +9, Ref +10, Will +7; **AP** 13; **Rep** +2; **Wealth** +26; **Str** 17, **Dex** 17, **Con** -, **Int** 14, **Wis** 16, **Cha** 10.

Occupation: None

Skills: Climb +11, Demolitions +20, Disable Device +5, Forgery +4, Hide +6, Jump +9, Knowledge (Tactics) +19, Listen +9, Move Silently +12, Navigate +13, Profession +15, Read/Write English, Repair +5, Search +4, Speak English, Spot +9, Survival +9, Swim +6.

Feats: Advanced Firearms Proficiency, Athletic, Burst Fire, Combat Reflexes, Endurance, Exotic Firearms Proficiency (Heavy Machineguns), Improved Initiative, Personal Firearms Proficiency, Run, Stealthy, Weapon Focus (Disintegrator).

Talents (Strong Hero): Ignore Hardness, Melee Smash.

Equipment: Disintegrator (Dmg: 3d8; Crit 20; Energy; Range Inc: 30 ft; RoF: S; Mag: 10 Box; Large; Weight: 6 lbs; License Possessed, Sound Suppressor, Video Scope), Disintegrator Ammo Packs (5).

Background: Virgil was designed, and built, by Michael Lanning years ago. The technology that

Michael put into Virgil is many years ahead of anything that is available to the rest of the world. Since his creation Virgil has acted as a friend, and bodyguard, to Michael. In his pursuit of keeping his friend and creator safe, Virgil has trained himself in the ways of the soldier, so that he may better fulfill his chosen role.

Note: *Virgil contains PL 8 technology, specifically a Class IX Sensor System. He also wields a PL 8 energy weapon.*

Aerwynn Tamuril: Charismatic Hero 3 / Ambassador 3; Medium Humanoid (5' 2", 107 lbs; Age: 24; Race/Sex: Half-Elf Female); **HD** 3d6+6 plus 3d6+6; **hp** 35; **Mas** 14; **Init** +1; **Spd** 30 ft; **Defense** 15 (+1 dex, +4 class), Touch 15, Flat-Footed 14; **BAB** +4; **Grap** +5; **Atk** +5 melee (1d3+1, Unarmed Strike); **Full Atk** +5 melee (1d3+1, Unarmed Strike) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Diplomatic Immunity, Open Arms; **AL** Sylvan Protectorate, Friends, Law; **SV** Fort +5, Ref +3, Will +7; **AP** 9; **Rep** +5; **Wealth** +21; **Str** 13, **Dex** 12, **Con** 14, **Int** 16, **Wis** 14, **Cha** 16.

Occupation: Investigative (*Bonus Class Skills:* Decipher Script, Sense Motive)

Skills: Bluff +14, Computer Use +4, Decipher Script +6, Diplomacy +16, Disguise +5, Gather Information +16, Intimidate +8, Investigate +6, Knowledge (Civics) +9, Knowledge (Current Events) +6, Knowledge (Theology & Philosophy) +9, Listen +3, Profession +11, Read/Write Elven, Read/Write English, Research +4, Search +4, Sense Motive +13, Speak Elven, Speak English, Spot +3.

Feats: Attentive, Deceptive, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Studious, Trustworthy.

Talents (Charismatic Hero): Charm, Favor.

Camthalion Mithrandir: Fast Hero 3 / Mecha Pilot 3; CR 6; Medium Humanoid (5' 4", 129 lbs; Age: 25; Race/Sex: Elf Male); **HD** 3d6+6 plus 3d10+6; **hp** 41; **Mas** 14; **Init** +5; **Spd** 30 ft; **Defense** 21 (+5 Dex, +6 Class), Touch 21, Flat-Footed 16; **BAB** +4; **Grap** +6; **Atk** +6 melee (1d3+2, Unarmed Strike); **Full Atk** +6 melee (1d3+2, Unarmed Strike) or +9 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Luv My Mecha (+1); **AL** Aerwynn Tamuril, Sylvan Protectorate, Law; **SV** Fort +4, Ref +10, Will +5; **AP** 9; **Rep** +2; **Wealth** +20; **Str** 14, **Dex** 21, **Con** 14, **Int** 17, **Wis** 15, **Cha** 13.

Occupation: Military (*Bonus Class Skills:* Drive +1, Pilot +1)

Skills: Balance +11, Computer Use +6, Drive +15, Hide +11, Listen +4, Move Silently +11, Navigate +6, Pilot +15, Profession +11, Read/Write Elven, Read/Write English, Repair +6, Search +5, Speak Elven, Speak English, Spot +7, Tumble +8.

Feats: Action Boost, Advanced Firearms Proficiency, Advanced Mecha Operation (Large), Brawl, Mecha Operation, Mecha Weapon Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Equipment: Sylvan Defender Mk I Mecha.

Stats in Mecha: Strength 22 (+6); Hp 141; Spd 25 ft; Defense 31 (+5 Dex, +6 Class, +10 Equipment, +1 Dodge, -1 Size) Touch 21, Flat-Footed 25; Grap +14; +10 melee (by weapon) or +10 ranged touch (2d10/20, XJ-A Python Electro-Whip) or +10 ranged (8d12/20, M-300 Rhino Mass Cannon); Balance +3, Drive +16, Hide -1, Move Silently +3, Navigate +12, Pilot +16, Repair +7, Spot +13, Tumble +0.