


Name	Dr Fred Jones		Player	Player 1						
Campaign	Raiders of the Lost Tomb		Narrator	Keith Boyle (EKB)						
Virtue	Determined		Vice	Stubborn						
Background	Human, Male		Role/Level	Expert 10						
ABILITIES		COMBAT		SAVES		OTHER				
Strength	+1	Initiative	+2	Tough	+2	Size	Medium			
Dexterity	+2	Base Attack Bonus	+7	Fort	+10	Speed	30 ft			
Constitution	+1	Melee Attack Bonus	+9	Reflex	+5					
Intelligence	+5	Ranged Attack Bonus	+9	Will	+3	Armor Pen.	-1			
Wisdom	+0	Defense: Dodge	+9			Shield Pen.	+0			
Charisma	+0	Defense: Parry	+8			Grapple	+8			
FEATS/SPECIAL ABILITIES		POWERS		SKILLS						
Expertise	Fatigue Save Difficulty				Name	Tot	Rnks	Misc	Abil	Key
Dedicated	Name	Rnks	Tot	Save	Acrobatics	+3	1	+0	+2	DEX
Defensive Attack					Bluff	+6	6	+0	+0	CHA
Endurance					Climb	+8	7	+0	+1	STR
Exotic Weapon Training					Concentration	+1	1	+0	+0	WIS
Great Fortitude					Demolitions	+6	1	+0	+5	INT
Assessment					Diplomacy	+6	6	+0	+0	CHA
Contacts					Disable Device	+14	9	+0	+5	INT
Stunning Attack					Disguise	+0	0	+0	+0	CHA
Lucky					Drive	+4	2	+0	+2	DEX
Second Chance					Escape Artist	+9	7	+0	+2	DEX
Jack-of-All-Trades					Gather Info.	+10	10	+0	+0	CHA
Well-Informed					Handle Animal	+1	1	+0	+0	CHA
Master Plan					Intimidate	+9	9	+0	+0	CHA
Eidetic Memory					Jump	+10	9	+0	+1	STR
					Languages	+12	12	+0	+0	-
					Medicine	+1	1	+0	+0	WIS
					Notice	+7	7	+0	+0	WIS
					Ride	+11	9	+0	+2	DEX
					Search	+14	9	+0	+5	INT
					Sense Motive	+7	7	+0	+0	WIS
					Sleight of Hand	+12	10	+0	+2	DEX
					Stealth	+8	6	+0	+2	DEX
					Survival	+5	5	+0	+0	WIS
					Swim	+2	1	+0	+1	STR
					Knowledge (Archaeology)	+17	12	+0	+5	INT
					Knowledge (History)	+17	12	+0	+5	INT
					Knowledge (Ethnography)	+17	12	+0	+5	INT
WEAPONS										
Weapon	Attack	Damage	Critical	Range						
Unarmed	+9	+1	+3 (20)							
Notes	Bludgeon									
Whip	+9	+1	+3 (20)							
Notes	Slashing									
Heavy Pistol	+9	+4	+3 (20)	40 ft						
Notes	Ballistic									
ARMOUR		SHIELD								
Leather Jacket	None									
CONVICTION		FATIGUE								
□□□□□□	WINDED □	FATIGUED □	EXHAUSTED □							
BRUISED		DAZED		STAGGERED		UNCONSCIOUS				
□□□□□□□□□□		□□□□□□□□□□		□		□				
Fail by 0 - 4		Fail by 5 - 9		Fail by 10 - 14		Fail by 15+				
HURT		WOUNDED		DISABLED		DYING				
□□□□□□□□□□		□□□□□□□□□□		□		□				



TRUE
20
ADVENTURE
ROLEPLAYING

[illegible]