

# Jake Blade

# Matt Hammer

Strong Hero3/Martial Artist1

Human

6' 0"

170 lbs.

CLASS

RACE

HEIGHT

WEIGHT

4

Medium

20

Male

Brown

Light Brown

LEVEL

SIZE

AGE

GENDER

EYES

HAIR

Investigative

7,420

10,000

2,580

STARTING OCCUPATION

Current XP

XP for Next Level

XP Remaining

In Game XP Gained

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED									
<b>STR</b>	<b>16</b>	<b>+3</b>			<b>HP 29</b>				<b>3d8+1d8</b>	<b>30</b>									
<b>DEX</b>	<b>11</b>	<b>+0</b>			<b>Defense 17</b>	<b>17</b>	<b>13</b>	<b>= 10</b>	<b>+ 3</b>	<b>+ 1</b>	<b>+ 0</b>	<b>+ 0</b>	<b>+ 3</b>	<b>+ 0</b>	<b>+ 0</b>	<b>+ 0</b>	<b>+ 0</b>	<b>+ 0</b>	<b>+ 0</b>
<b>CON</b>	<b>10</b>	<b>+0</b>			TOTAL	FLAT FOOTED	TOUCH AC	BASE	CLASS BONUS	EQUIPMENT BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.
<b>INT</b>	<b>16</b>	<b>+3</b>			<b>Reputation</b>				<b>+ 0</b>	<b>Action Points</b>	<b>23</b>	<b>Wealth Bonus</b>	<b>+</b>						
<b>WIS</b>	<b>10</b>	<b>+0</b>			<b>INITIATIVE</b>					<b>BASE ATTACK BONUS</b>									
<b>CHA</b>	<b>14</b>	<b>+2</b>			<b>+ 0</b>	<b>=</b>	<b>0</b>	<b>+</b>	<b>0</b>	<b>+4</b>									
					TOTAL	DEX MOD	MISC MOD												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	
<b>Fortitude</b> <small>Con</small>	<b>2</b>	<b>= 2</b>	<b>+</b>	<b>0</b>	<b>+</b>	<b>0</b>	<b>+</b>	
<b>Reflex</b> <small>Dex</small>	<b>3</b>	<b>= 3</b>	<b>+</b>	<b>0</b>	<b>+</b>	<b>0</b>	<b>+</b>	
<b>Will</b> <small>Wis</small>	<b>1</b>	<b>= 1</b>	<b>+</b>	<b>0</b>	<b>+</b>	<b>0</b>	<b>+</b>	

  

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER		
<b>MELEE</b> <small>ATTACK BONUS</small>	<b>+7</b>	<b>= 4</b>	<b>+</b>	<b>3</b>	<b>+</b>	<b>0</b>	<b>+</b>	
<b>RANGED</b> <small>ATTACK BONUS</small>	<b>+4</b>	<b>= 4</b>	<b>+</b>	<b>0</b>	<b>+</b>	<b>0</b>	<b>+</b>	
<b>Grapple</b> <small>MODIFIER</small>	<b>+7</b>	<b>= 4</b>	<b>+</b>	<b>3</b>	<b>+</b>	<b>0</b>	<b>+</b>	

SKILL NAME	KEY ABILITY	TOTAL		RANKS		ABILITY MOD	MISC MOD
		1	2	3	4		
nBalance*	Dex	1	=	1	+	0	+
nBluff	Cha	2	=		+	2	+
nClimb*	Str	4	=	1	+	3	+
nComputer Use	Int	3	=		+	3	+
nConcentration	Con	0	=		+	0	+
nCraft (_____)	Int	-1	=		+	3	+
nCraft (Structural)	Int	0	=	1	+	3	+
nDiplomacy	Cha	2	=		+	2	+
nDisguise	Cha	-2	=		+	2	+
nDrive	Dex	1	=	1	+	0	+
nEscape Artist*	Dex	1	=	1	+	0	+
nForgery	Int	-1	=		+	3	+
nGamble	Wis	0	=		+	0	+
nGather Information	Cha	2	=		+	2	+
nHide*	Dex	1	=	1	+	0	+
nIntimidate	Cha	7	=	5	+	2	+
Investigate	Int	4	=	1	+	3	+
nJump*	Str	6	=	3	+	3	+
Knowledge (Current Events)	Int	4	=	1	+	3	+
Knowledge (Popular Culture)	Int	4	=	1	+	3	+
Knowledge (Streetwise)	Int	4	=	1	+	3	+
Knowledge (Theology and Philosophy)	Int	3.5	=	0.5	+	3	+
nListen	Wis	0	=		+	0	+
nMove Silently*	Dex	1	=	1	+	0	+
nNavigate	Int	3	=		+	3	+
nPerform (Act)	Cha	2	=		+	2	+
nPerform (Dance)	Cha	2	=		+	2	+
nPerform (Keyboards)	Cha	-2	=		+	2	+
nPerform (Percussion)	Cha	-2	=		+	2	+
nPerform (Singing)	Cha	2	=		+	2	+
nPerform (Stand-Up)	Cha	2	=		+	2	+
nPerform (String Instruments)	Cha	-2	=		+	2	+
nPerform (Wind Instruments)	Cha	-2	=		+	2	+
Pilot	Dex	1	=	1	+	0	+
Profession	Wis	1	=	1	+	0	+
nRide	Dex	1	=	1	+	0	+
nSearch	Int	3	=		+	3	+
nSense Motive	Wis	1	=	1	+	0	+
Sleight of Hand*	Dex	1	=	1	+	0	+
Speak Language		2	=	2	+	0	+
nSpot	Wis	0	=		+	0	+
nSurvival	Wis	1	=	1	+	0	+
nSwim*	Str	4	=	1	+	3	+
nTreat Injury	Wis	1	=	1	+	0	+
Tumble*	Dex	1	=	1	+	0	+

Hatchet		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+5</b>	<b>1d6+3</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>10 ft.</b>	<b>4 lbs.</b>	<b>Slashing</b>	<b>Small</b>	<b>Requisitioned</b>

  

Hatchet (OH)		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+5</b>	<b>1d6+1</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>10 ft.</b>	<b>4 lbs.</b>	<b>Slashing</b>	<b>Small</b>	<b>Requisitioned</b>

  

Club, Bladed		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+7</b>	<b>1d8+4</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>-</b>	<b>6 lbs.</b>	<b>Bludgeoning/Slashing</b>	<b>Medium</b>	<b>Requisitioned</b>

  

Combat Martial Arts [Feat]		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+5</b>	<b>1d4+3</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>-</b>	<b>0 lbs.</b>	<b>Bludgeoning</b>	<b>Tiny</b>	

  

Hatchet (OH)		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+5</b>	<b>1d6+1</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>10 ft.</b>	<b>4 lbs.</b>	<b>Slashing</b>	<b>Small</b>	<b>Requisitioned</b>

  

Combat Martial Arts [Feat]		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+5</b>	<b>1d4+3</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>-</b>	<b>0 lbs.</b>	<b>Bludgeoning</b>	<b>Tiny</b>	

  

Combat Martial Arts [Feat] (OH)		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+5</b>	<b>1d4+1</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>-</b>	<b>0 lbs.</b>	<b>Bludgeoning</b>	<b>Tiny</b>	

  

Compound Bow		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		<b>+4</b>	<b>1d8+3</b>	<b>x2</b>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<b>40 ft.</b>	<b>3 lbs.</b>	<b>Piercing</b>	<b>Large</b>	<b>Requisitioned</b>
40 - 79 ft.	80 - 119 ft.	120 - 159 ft.	160 - 199 ft.	
<b>+2</b>	<b>+0</b>	<b>-2</b>	<b>-4</b>	

  

Leather Jacket		TYPE	ARMOR BONUS	MAX DEX BONUS
		<b>Light</b>	<b>+1</b>	<b>8</b>

  

CHECK	SPELL	SPEED	WEIGHT	SPECIAL PROPERTIES

Skills marked with **U** can be used untrained.  
 \* armor check penalty, if any, applies.  
 \*\* -1 per 5 lb. of gear

**PENALTY FAILURE**

<b>0</b>	<b>0%</b>	<b>30 ft.</b>	<b>4 lbs.</b>	
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### EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)	
Club, Bladed: Requisitioned	1	6 gp	6.00	Improvised Weapon, Large	1	0 gp	(0.00)	
Combat Martial Arts [Feat]	2	0 gp	0.00	Improvised Weapon, Medium	1	0 gp	(0.00)	
Compound Bow: Requisitioned	1	10 gp	3.00	Improvised Weapon, Small	1	0 gp	(0.00)	
Hatchet: Requisitioned	2	4 gp	8.00	Improvised Weapon, Tiny	1	0 gp	(0.00)	
Improvised Weapon, Diminutive	1	0 gp	(0.00)	Leather Jacket	1	10 gp	4.00	
1 - 76 lbs. <small>LIGHT LOAD</small>	77 - 153 lbs. <small>MEDIUM LOAD</small>	154 - 230 lbs. <small>HEAVY LOAD</small>	<b>TOTAL WEIGHT CARRIED</b>				<b>21.00 lbs.</b>	

### MONEY

<b>CP -</b>	<b>SP -</b>	<b>GP -</b>	<b>PP -</b>
<b>Misc -</b>			

#### LANGUAGES

Norwegian [Group: Germanic], English [Group: Germanic], Apache [Group: Athabascan], Mandarin [Group: Chinese], Japanese [Group: Japanese]

#### FEATS

- Archaic Weapons Proficiency
- Combat Martial Arts
- Simple Weapon Proficiency
- Defensive Martial Arts
- Two-Weapon Fighting
- Personal Firearms Proficiency

#### SPECIAL ABILITIES

- Strong Hero Class Features**
- Proficiency: Simple Weapons: All
- Melee Smash
- Improved Melee Smash
- Martial Artist Class Features**
- Living Weapon 1d6

## Personal History

Jake Blade was originally Jake Iron Shirt. He grew up on the Tohono O'odham Reservation, on Arizona's border with Mexico. His father accidentally killed his mother in a drunk-driving accident. Jake's younger brother, Thomas, has been involved in crime ever since.

Jake chose to focus his energies in learning Tuskahoma, a Native American martial art. He put it to good use, selling his services to Hollywood starlets, and eventually fell in love with Christine Dee, the famous horror actress.

Unfortunately, it was not to last. The marriage resulted in a child, David, but that was not enough for the celebrity loving couple. Jake craved the spotlight as much as Christine and entered the Real Ultimate Fighting contest. He won, and promptly blew his fortune on drugs and alcohol. Christine divorced him soon after that.

Jake has since cleaned himself up, but it's a long uphill battle. He isn't eligible for custody of David and has no visiting rights. In the mean time, he sold his services as a bodyguard and bouncer at the roughest night clubs. His most recent clients were The Rising.

While on a gig in Club Apocalypse, Jake had a chance encounter with Stephen Alzis, who took a peculiar interest in Jake's son. Jake was inducted into Majestic-12 soon after that encounter.

## Quick Reference Notes

ACTION POINTS: 23

WEALTH: 16

## Miscellaneous Notes

### POUNCE

This branch of Majestic-12 is overseen by the United States Air Force. Its primary purpose is to find and retrieve paranormal material. The teams dedicated to this purpose are Blue Teams, modeled after the first team sent to the Roswell crash site. The structure is fundamentally unchanged. Blue Teams secure crash site, provide a cover story, recover paranormal technology and any paranormals and pass them on to Majestic-12 as appropriate.

Pursuant to that aim, Pounce agents are directed to:

- \* Acquire the tools and weaponry necessary and sufficient to destroy any being, known or unknown.
- \* Acquire and maintain the expertise needed to operate the aforementioned tools and weaponry.
- \* Employ any force necessary to eradicate enemies of Majestic-12, as directed by the Committee, except when such eradication would result in an unacceptable loss of civilian life or the betrayal of the conspiracy.
- \* Capture or contain any entity that cannot reasonably be destroyed.
- \* Maintain exceedingly high physical, intellectual and emotional standards for the recruitment and training of department personnel.

Sources loaded for the creation of **Jake Blade:**

d20 Modern

Core eTools Data

User-Created Material

Psionic Support

User-edited (by ET Helper) rules

d20 Past

d20 Cyberscape

d20 Apocalypse

d20 Future

Urban Arcana

Menace Manual

Weapons Locker