

Jake Blade

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								
STR	16	+3			HP	29								3d8+1d8		30								
DEX	11	+0			Defense	17	17	13	= 10	+ 3	+ 1	+ 0	+ 0	+ 3	+ 0		0			0				
CON	10	+0			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																			
INT	16	+3			Reputation	+ 0		Action Points		23		Wealth Bonus		+										
WIS	10	+0			INITIATIVE										BASE ATTACK BONUS									
CHA	14	+2			+ 0		=	0		+	0		+4											
TOTAL						DEX MOD					MISC MOD													

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

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+7	= 4	+ 3	+ 0	+ 0	
RANGED ATTACK BONUS	+4	= 4	+ 0	+ 0	+ 0	
Grapple MODIFIER	+7	= 4	+ 3	+ 0	+ 0	

Hatchet		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+5		1d6+3		x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
10 ft.	4 lbs.	Slashing	Small	Requisitioned			
Hatchet (OH)		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+5		1d6+1		x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
10 ft.	4 lbs.	Slashing	Small	Requisitioned			
Club, Bladed		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+7		1d8+4		x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
-	6 lbs.	Bludgeoning/Slashing	Medium	Requisitioned			

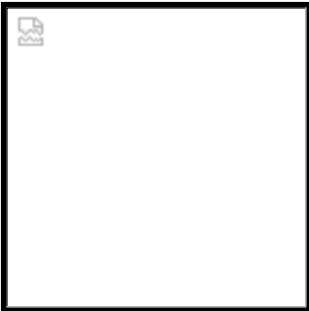
Combat Martial Arts		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
[Feat]		+5		1d4+3	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
-	0 lbs.	Bludgeoning	Tiny		
Hatchet (OH)		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
		+5		1d6+1	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
10 ft.	4 lbs.	Slashing	Small	Requisitioned	

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

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

Leather Jacket		TYPE	ARMOR BONUS	MAX DEX BONUS
		Light	+1	8
CHECK	SPELL	SPEED	WEIGHT	SPECIAL PROPERTIES

Matt Hammer



SKILLS		Max Ranks		7 / 3.5	
SKILL NAME	KEY ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
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	-4
nCraft (Structural)	Int	0	= 1	+ 3	-4
nDiplomacy	Cha	2	=	+ 2	+
nDisguise	Cha	-2	=	+ 2	-4
nDrive	Dex	1	= 1	+ 0	+
nEscape Artist*	Dex	1	= 1	+ 0	+
nForgery	Int	-1	=	+ 3	-4
nGamble	Wis	0	=	+ 0	+
nGather Information	Cha	2	=	+ 2	+
nHide*	Dex	1	= 1	+ 0	+
nIntimidate	Cha	7	= 5	+ 2	+
nInvestigate	Int	4	= 1	+ 3	+
nJump*	Str	6	= 3	+ 3	+
nKnowledge (Current Events)	Int	4	= 1	+ 3	+
nKnowledge (Popular Culture)	Int	4	= 1	+ 3	+
nKnowledge (Streetwise)	Int	4	= 1	+ 3	+
nKnowledge (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	-4
nPerform (Percussion)	Cha	-2	=	+ 2	-4
nPerform (Sing)	Cha	2	=	+ 2	+
nPerform (Stand-Up)	Cha	2	=	+ 2	+
nPerform (String Instruments)	Cha	-2	=	+ 2	-4
nPerform (Wind Instruments)	Cha	-2	=	+ 2	-4
nPilot	Dex	1	= 1	+ 0	+
nProfession	Wis	1	= 1	+ 0	+
nRide	Dex	1	= 1	+ 0	+
nSearch	Int	3	=	+ 3	+
nSense Motive	Wis	1	= 1	+ 0	+
nSleight of Hand*	Dex	1	= 1	+ 0	+
nSpeak Language		2	= 2	+ 0	+
nSpot	Wis	0	=	+ 0	+
nSurvival	Wis	1	= 1	+ 0	+
nSwim*	Str	4	= 1	+ 3	+
nTreat Injury	Wis	1	= 1	+ 0	+
nTumble*	Dex	1	= 1	+ 0	+

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

PENALTY FAILURE				
0	0%	30 ft.	4 lbs.	

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. LIGHT LOAD	77 - 153 lbs. MEDIUM LOAD	154 - 230 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				21.00 lbs.

MONEY			
CP -	SP -	GP -	PP -
Misc -			

LANGUAGES	FEATS	SPECIAL ABILITIES
Norwegian [Group: Germanic], English [Group: Germanic], Apache [Group: Athabascan], Mandarin [Group: Chinese], Japanese [Group: Japanese]	Archaic Weapons Proficiency	Strong Hero Class Features
	Combat Martial Arts	Proficiency: Simple Weapons: All
	Simple Weapon Proficiency	Melee Smash
	Defensive Martial Arts	Improved Melee Smash
	Two-Weapon Fighting	Martial Artist Class Features
	Personal Firearms Proficiency	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