

Jim "Jimmy Bean" Baxter

NAME

Cha3 Tele2

CLASS

5

TCL

11500

EXPERIENCE

15000

NEXT LEVEL

Human

RACE

25

AGE

Jeremy Ortiz

PLAYERNAME

Medium

SIZE

Male

GENDER

5'8"

HEIGHT

160 lbs.

WEIGHT

?

HAIR

32

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP hit points	27	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE THRESHOLD	12	DAMAGE REDUCTION	SPEED	Walk 30 ft.					
STR Strength	11	+0			AC armor class	17	14	15	10	2	2	3	0	0	0	0	0	
DEX Dexterity	16	+3			TOTAL		FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
CON Constitution	12	+1			INITIATIVE modifier	+3	+3	+0	TOTAL									
INT Intelligence	10	+0			BASE ATTACK bonus	+2												
WIS Wisdom	13	+1																
CHA Charisma	16	+3																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER	REPUTATION	3
FORTITUDE (constitution)	+3	+2	+1	+0		ACTION POINTS	33
REFLEX (dexterity)	+5	+2	+3	+0		WEALTH	9
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	+2	+3	+0	+0	
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+2	1d3	20/x2

HK G36C (5.56mm assault carbine/Laser Sight/Rifle Scope Mount/Scope)	CURRENT HAND	TYPE	SIZE	CRITICAL			
(Electro-optical)/Suppressor (Rifle)	Carried	Ba	L	20/x2			
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Dam
30 ft.	+5	+1	+5	-1	+1	-5	2d8
60 ft.	+5	+1	+5	-1	+1	-5	2d8
120 ft.	+3	-1	+3	-3	-1	-7	2d8
180 ft.	+1	-3	+1	-5	-3	-9	2d8
240 ft.	-1	-5	-1	-7	-5	-11	2d8
Rate of Fire	S,A	Special Properties	Magazine 30, +2 to Sleight of Hand to conceal,Res(+2), Laser Sight Purchase DC 15, Rifle Scope Mount (Purchase DC 10), Suppressor Purchase DC 14,Mil(+3)				

SIG Sauer P229 9mm (9mm Autoloader/Laser Sight/Suppressor (Pistol))	CURRENT HAND	TYPE	SIZE	CRITICAL			
	Carried	Ba	S	20/x2			
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Dam
30 ft.	+5	+1	+5	-1	+1	-3	2d6
60 ft.	+3	-1	+3	-3	-1	-5	2d6
90 ft.	+1	-3	+1	-5	-3	-7	2d6
120 ft.	-1	-5	-1	-7	-5	-9	2d6
150 ft.	-3	-7	-3	-9	-7	-11	2d6
Rate of Fire	S	Special Properties	Magazine 13, +2 to Sleight of Hand to conceal,Lic(+1), Laser Sight Purchase DC 15, Mil(+3)				

Sword Cane	CURRENT HAND	TYPE	SIZE	CRITICAL			
	Carried	P	M	18-20/x2			
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Dam
	+2	-2	+2	-4	-2	-8	1d6
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	+2	+7
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES	
+0	0	Lic(+1)	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Autohypnosis	WIS	3	=	1	+ 2.0 +
Balance	DEX	3	=	3	+ +
Bluff	CHA	10	=	3	+ 7.0 +
Climb	STR	0	=	0	+ +
Computer Use	INT	0	=	0	+ +
Concentration	CON	3	=	1	+ 2.0 +
Craft (Structural)	INT	0	=	0	+ +
Craft (Visual Art)	INT	0	=	0	+ +
Craft (Writing)	INT	0	=	0	+ +
Diplomacy	CHA	10	=	3	+ 7.0 +
Disguise	CHA	6	=	3	+ 3.0 +
Drive	DEX	3	=	3	+ +
Escape Artist	DEX	3	=	3	+ +
Forgery	INT	0	=	0	+ +
Gamble	WIS	1	=	1	+ +
Gather Information	CHA	9	=	3	+ 6.0 +
Hide	DEX	7	=	3	+ 4.0 +
Intimidate	CHA	6	=	3	+ 3.0 +
Jump	STR	0	=	0	+ +
Knowledge (Current Events)	INT	2	=	0	+ 2.0 +
Knowledge (Popular Culture)	INT	6	=	0	+ 6.0 +
Knowledge (Streetwise)	INT	2	=	0	+ 2.0 +
Listen	WIS	1	=	1	+ +
Move Silently	DEX	7	=	3	+ 4.0 +
Navigate	INT	0	=	0	+ +
Perform (Act)	CHA	3	=	3	+ +
Perform (Dance)	CHA	3	=	3	+ +
Perform (Keyboards)	CHA	3	=	3	+ +
Perform (Percussion Instruments)	CHA	3	=	3	+ +
Perform (Sing)	CHA	3	=	3	+ +
Perform (Stand-Up)	CHA	3	=	3	+ +
Perform (Stringed Instruments)	CHA	3	=	3	+ +
Perform (Wind Instruments)	CHA	3	=	3	+ +
Profession	WIS	1	=	1	+ +
Psicraft	CHA	5	=	3	+ 2.0 +
Research	INT	0	=	0	+ +
Ride	DEX	3	=	3	+ +
Search	INT	0	=	0	+ +
Sense Motive	WIS	3	=	1	+ 2.0 +
Spot	WIS	1	=	1	+ +
Survival	WIS	1	=	1	+ +
Swim	STR	0	=	0	+ +
Treat Injury	WIS	1	=	1	+ +

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
5.56mm Bullets, 20 pack	Duffle Bag	4	0.0	4.0
□□□□			(0.0)	(16.0)
9mm Bullets, 50 pack	Duffle Bag	1	0.0	5.0
□				
Business Outfit	Equipped	1	3.0	12.0
Designer Outfit (Formal)	Duffle Bag	1	3.0	19.0
Duffle Bag	Carried	1	1.0	5.0
16.5 lbs., 1 HK G36C (5.56mm assault carbine/Laser Sight/Rifle Scope Mount/Scope (Electro-optical)/Suppressor (Rifle)), 1 9mm Bullets, 50 pack, 4 5.56mm Bullets, 20 pack, 1 Designer Outfit (Formal)				
Flashlight, Standard	Equipped	1	1.0	4.0
HK G36C (5.56mm assault carbine/Laser Sight/Rifle Scope Mount/Scope (Electro-optical)/Suppressor (Rifle))	Duffle Bag	1	13.5	38.0
0 lbs. Magazine 30, +2 to Sleight of Hand to conceal,Res(+2), Laser Sight Purchase DC 15, Rifle Scope Mount (Purchase DC 10), Suppressor Purchase DC 14,Mil(+3)				
Holster, Concealed carry	Equipped	1	0.5	5.0
3.5 lbs., 1 SIG Sauer P229 9mm (9mm Autoloader/Laser Sight/Suppressor (Pistol))				
Light Undercover Shirt	Equipped	1	2.0	13.0
Lic(+1)				
SIG Sauer P229 9mm (9mm Autoloader/Laser Sight/Suppressor (Pistol))	Holster, Concealed carry	1	3.5	30.0
0 lbs. Magazine 13, +2 to Sleight of Hand to conceal,Lic(+1), Laser Sight Purchase DC 15, Mil(+3)				
Sword Cane	Carried	1	3.0	9.0
Tear Gas Grenade	Equipped	1	2.0	12.0
see text for burst raduis, Res(+2)				
TOTAL WEIGHT CARRIED/VALUE			29.5 lbs.	168.0 gp

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

TALENTS / SPECIAL ABILITIES	
Base Power Points (3)	
Bonus Power Points (5)	
Charm (Female)	
Favor	
one 0-LEVEL psionic power useable 3x per 24 hour period	
Reputation 3	
Total Power Points (8)	
Trigger Power (1 powers	
Wealth Bonus 9 (Current) 9 (Starting)	

FEATS	
Archaic Weapons Proficiency	The character takes no penalty on attack rolls when using any kind of archaic weapon
Armor Proficiency (Light)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
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
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally
Wild Talent	:one 0-Level psionic power useable 3x per 24 hour period

STARTING OCCUPATION
Military

PROFICIENCIES

LANGUAGES
English

ALLEGIANCES

TEMPLATES

Telepath Powers

LEVEL	0	1	2	3	4	5
KNOWN	3	2	0	0	0	0
PER DAY	0	0	0	0	0	0

LEVEL 0

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
0/1	Daze	13	Will negates	Attack action	1 round	Close (30 ft.)	Mental, Material	Yes		MSRD: msrdpsionics.rtf
	<i>Effect:</i> Target loses next action.					<i>Target:</i> One person				
0/1	Finger of Fire	13	None	Attack action	Instantaneous	Close (30 ft.)	Visual	Yes		MSRD: msrdpsionics.rtf
	<i>Effect:</i> Deal 1d3 fire damage to target.					<i>Target:</i> Ray				
0/1	Missive	13	Will negates	Attack action	Instantaneous	Close (30 ft.)	Visual	Yes		MSRD: msrdpsionics.rtf
	<i>Effect:</i> Send a one-way telepathic message.					<i>Target:</i> One living creature				

LEVEL 1

Power Points	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
1	Charm Person	14	Will negates	Attack action	2 hours	Close (30 ft.)	Mental	Yes		MSRD: msrdpsionics.rtf
	<i>Effect:</i> Makes target manifesters friend.					<i>Target:</i> One person				
1	Lesser Body Adjustment	14		Full-round action	Instantaneous	Personal	Audible, Material			MSRD: msrdpsionics.rtf
	<i>Effect:</i> Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.					<i>Target:</i> You				

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: