

Jim "Jimmy Bean" Baxter

Jeremy Ortiz

32 POINTS

NAME	CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
Cha3 Tele2	11500	Human	Medium	5'8"	160 lbs.		
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR		
5	15000	25	Male				

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0		
DEX Dexterity	16	+3		
CON Constitution	12	+1		
INT Intelligence	10	+0		
WIS Wisdom	13	+1		
CHA Charisma	16	+3		

HP hit points	27	WOUNDS/CURRENT HP	
AC armor class	17	FLAT	14
		TOUCH	15
		BASE	10
		CLASS BONUS	+2
		EQUIP BONUS	+2
		DEX MODIFIER	+3
		SIZE MODIFIER	+0
		MISC BONUS	+0
		MISC MODIFIER	
		MISC MODIFIER	
INITIATIVE modifier	+3	TOTAL	+3
		DEX MODIFIER	+0
BASE ATTACK bonus	+2		

DAMAGE THRESHOLD	12
DAMAGE REDUCTION	
SPEED	Walk 30 ft.
ARCANE SPELL FAILURE	0
ARMOR CHECK PENALTY	+0
SPELL RESISTANCE	0

FORTITUDE (constitution)	+3	TOTAL	+2	BASE SAVE	+1	ABILITY MODIFIER	+0	MISC MODIFIER		TEMP MODIFIER	
REFLEX (dexterity)	+5	TOTAL	+2	BASE SAVE	+3	ABILITY MODIFIER	+0	MISC MODIFIER		TEMP MODIFIER	
WILL (wisdom)	+7	TOTAL	+4	BASE SAVE	+1	ABILITY MODIFIER	+2	MISC MODIFIER		TEMP MODIFIER	
REPUTATION	3										
ACTION POINTS	33										
WEALTH	9										

MELEE attack bonus	+2	TOTAL	+2	BASE ATTACK BONUS	+0	STR MODIFIER	+0	SIZE MODIFIER	+0	MISC MODIFIER		TEMP MODIFIER	
RANGED attack bonus	+5	TOTAL	+2	BASE ATTACK BONUS	+3	DEX MODIFIER	+0	SIZE MODIFIER	+0	MISC MODIFIER		TEMP MODIFIER	

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

HK G36C (5.56mm assault carbine/Laser)	CURRENT HAND	TYPE	SIZE	CRITICAL			
Sight/Rifle Scope Mount/Scope	Carried	Ba	L	20/x2			
(Electro-optical)/Suppressor (Rifle)							
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
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)	CURRENT HAND	TYPE	SIZE	CRITICAL			
Autoloader/Laser Sight/Suppressor (Pistol)	Carried	Ba	S	20/x2			
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
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	Dam	2W-P-(OH)	2W-P-(OL)	2W-OH	Dam
	+2	1d6	-4	-2	-8	1d6
	-2	1d6				1d6
	+2	1d6				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
<small>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)</small>				
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
<small>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)</small>				
Holster, Concealed carry	Equipped	1	0.5	5.0
<small>3.5 lbs., 1 SIG Sauer P229 9mm (9mm Autoloader/Laser Sight/Suppressor (Pistol))</small>				
Light Undercover Shirt	Equipped	1	2.0	13.0
<small>Lic(+1)</small>				
SIG Sauer P229 9mm (9mm Autoloader/Laser Sight/Suppressor (Pistol))	Holster, Concealed carry	1	3.5	30.0
<small>0 lbs. Magazine 13, +2 to Sleight of Hand to conceal, Lic(+1), Laser Sight Purchase DC 15, Mil(+3)</small>				
Sword Cane	Carried	1	3.0	9.0
Tear Gas Grenade	Equipped	1	2.0	12.0
<small>see text for burst radius, Res(+2)</small>				
TOTAL WEIGHT CARRIED/VALUE			29.5	168.0 gp
			lbs.	

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 <i>Effect: Target loses next action.</i>	13	Will negates	Attack action	1 round	Close (30 ft.)	Mental, Material			MSRD: msrdpsionics.rtf
0/1	Finger of Fire <i>Effect: Deal 1d3 fire damage to target.</i>	13	None	Attack action	Instantaneous	Close (30 ft.)	Visual	Yes		MSRD: msrdpsionics.rtf
0/1	Missive <i>Effect: Send a one-way telepathic message.</i>	13	Will negates	Attack action	Instantaneous	Close (30 ft.)	Visual	Yes		MSRD: msrdpsionics.rtf

LEVEL 1

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

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: