

Kurtis Grange
NAME

George Webster
PLAYERNAME

32
POINTS



Ded3 Fas3
CLASS
Guns1 Inf4 Sol2
EXPERIENCE
79125
Human
RACE
26
AGE
NEXT LEVEL
TCL

Medium
SIZE
6'3"
HEIGHT
196 lbs.
WEIGHT
Black, Crew
HAIR
VISION

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0		
DEX Dexterity	14	+2		
CON Constitution	13	+1		
INT Intelligence	16	+3		
WIS Wisdom	14	+2		
CHA Charisma	14	+2		

HP hit points	93	WOUNDS/CURRENT HP	
AC armor class	27	FLAT	25
		TOUCH	24
		BASE	10
		CLASS BONUS	+12
		EQUIP BONUS	+3
		DEX MODIFIER	+2
		SIZE MODIFIER	+0
		MISC BONUS	+9
		MISC MODIFIER	
		MISC MODIFIER	
INITIATIVE modifier	+2	DEX MODIFIER	+2
		MISC MODIFIER	+0
BASE ATTACK bonus	+7/+2		

SUBDUAL DAMAGE		DAMAGE THRESHOLD	13	DAMAGE REDUCTION		SPEED	Walk 35 ft.
ARCANE SPELL FAILURE	0	ARMOR CHECK PENALTY	-2	SPELL RESISTANCE	0		

FORTITUDE (constitution)	+9	BASE SAVE	+6	ABILITY MODIFIER	+1	MISC MODIFIER	+2	TEMP MODIFIER	
REFLEX (dexterity)	+16	BASE SAVE	+14	ABILITY MODIFIER	+2	MISC MODIFIER	+0	TEMP MODIFIER	
WILL (wisdom)	+9	BASE SAVE	+5	ABILITY MODIFIER	+2	MISC MODIFIER	+2	TEMP MODIFIER	

MELEE attack bonus	+7/+2	BASE ATTACK BONUS	+7/+2	STR MODIFIER	+0	SIZE MODIFIER	+0	MISC MODIFIER	+0	TEMP MODIFIER	
RANGED attack bonus	+9/+4	BASE ATTACK BONUS	+7/+2	DEX MODIFIER	+2	SIZE MODIFIER	+0	MISC MODIFIER	+0	TEMP MODIFIER	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3	20/x2

Glock 18C (9mm Machine Pistol/Laser)	CURRENT HAND	TYPE	SIZE	CRITICAL			
Sight/Suppressor (Pistol))	Carried	Ba	S	20/x2			
Ammunition: Bullet (9mm/50)							
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
30 ft.	+12/+7	+12/+7	+12/+7	+8/+3	+10/+5	+10	2d6+3
60 ft.	+9/+4	+9/+4	+9/+4	+5/+0	+7/+2	+7	2d6+2
90 ft.	+7/+2	+7/+2	+7/+2	+3/-2	+5/+0	+5	2d6+2
120 ft.	+5/+0	+5/+0	+5/+0	+1/-4	+3/-2	+3	2d6+2
150 ft.	+3/-2	+3/-2	+3/-2	-1/-6	+1/-4	+1	2d6+2
Used: ●●●							
Rate of Fire	S,A	Special Properties	Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)				

Glock 18C (9mm Machine Pistol/Laser)	CURRENT HAND	TYPE	SIZE	CRITICAL			
Sight/Suppressor (Pistol))	Carried	Ba	S	20/x2			
Ammunition: Bullet (9mm/50)							
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
30 ft.	+12/+7	+12/+7	+12/+7	+8/+3	+10/+5	+10	2d6+3
60 ft.	+9/+4	+9/+4	+9/+4	+5/+0	+7/+2	+7	2d6+2
90 ft.	+7/+2	+7/+2	+7/+2	+3/-2	+5/+0	+5	2d6+2
120 ft.	+5/+0	+5/+0	+5/+0	+1/-4	+3/-2	+3	2d6+2
150 ft.	+3/-2	+3/-2	+3/-2	-1/-6	+1/-4	+1	2d6+2
Used: ●●●							
Rate of Fire	S,A	Special Properties	Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)				

HK G3-SG1 (7.62mm Sniper)	CURRENT HAND	TYPE	SIZE	CRITICAL			
Autoloader/Laser Sight/Suppressor (Rifle))	Not Carried	Ba	L	20/x2			
Ammunition: Bullet (7.62mm/20)							
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
30 ft.	+11/+6	+11/+6	+11/+6	+7/+2	+9/+4	+7	2d10+1
100 ft.	+10/+5	+10/+5	+10/+5	+6/+1	+8/+3	+6	2d10
200 ft.	+8/+3	+8/+3	+8/+3	+4/-1	+6/+1	+4	2d10
300 ft.	+6/+1	+6/+1	+6/+1	+2/-3	+4/-1	+2	2d10
400 ft.	+4/-1	+4/-1	+4/-1	+0/-5	+2/-3	+0	2d10
Used: ●●●●							
Rate of Fire	S,A	Special Properties	Magazine 20, Lic(+1), Mastercraft (+1), Laser Sight Purchase DC 15, Standard Scope Purchase DC 11, Suppressor Purchase DC 14, Mil(+3)				

*: 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
CHECK PENALTY	Light	+2	+7
SPELL FAILURE			
	SPECIAL PROPERTIES		
+0	0	Lic(+1)	

SKILLS		MAX RANKS		16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Balance	DEX	3	= 2	+ 3.0 + -2
✓ Bluff	CHA	6	= 2	+ 4.0 +
✓ Climb	STR	3	= 0	+ 5.0 + -2
✓ Computer Use	INT	3	= 3	+ +
✓ Concentration	CON	1	= 1	+ +
✓ Craft (Structural)	INT	3	= 3	+ +
✓ Craft (Visual Art)	INT	3	= 3	+ +
✓ Craft (Writing)	INT	3	= 3	+ +
Demolitions	INT	5	= 3	+ 2.0 +
✓ Diplomacy	CHA	6	= 2	+ 4.0 +
✓ Disable Device	INT	15	= 3	+ 12.0 +
✓ Disguise	CHA	2	= 2	+ +
✓ Drive	DEX	5	= 2	+ 3.0 +
✓ Escape Artist	DEX	0	= 2	+ + -2
✓ Forgery	INT	3	= 3	+ +
✓ Gamble	WIS	2	= 2	+ +
✓ Gather Information	CHA	6	= 2	+ 4.0 +
✓ Hide	DEX	15	= 2	+ 15.0 + -2
✓ Intimidate	CHA	7	= 2	+ 5.0 +
Investigate	INT	15	= 3	+ 12.0 +
✓ Jump	STR	3	= 0	+ 5.0 + -2
Knowledge (Behavioral Sciences)	INT	5	= 3	+ 2.0 +
Knowledge (Civics)	INT	5	= 3	+ 2.0 +
Knowledge (Current Events)	INT	5	= 3	+ 2.0 +
Knowledge (Streetwise)	INT	5	= 3	+ 2.0 +
Knowledge (Tactics)	INT	6	= 3	+ 3.0 +
✓ Listen	WIS	10	= 2	+ 8.0 +
✓ Move Silently	DEX	8	= 2	+ 8.0 + -2
✓ Navigate	INT	5	= 3	+ 2.0 +
✓ Perform (Act)	CHA	2	= 2	+ +
✓ Perform (Dance)	CHA	2	= 2	+ +
✓ Perform (Keyboards)	CHA	2	= 2	+ +
✓ Perform (Percussion Instruments)	CHA	2	= 2	+ +
✓ Perform (Sing)	CHA	2	= 2	+ +
✓ Perform (Stand-Up)	CHA	2	= 2	+ +
✓ Perform (Stringed Instruments)	CHA	2	= 2	+ +
✓ Perform (Wind Instruments)	CHA	2	= 2	+ +
✓ Profession	WIS	2	= 2	+ +
✓ Research	INT	3	= 3	+ +
✓ Ride	DEX	2	= 2	+ +
✓ Search	INT	10	= 3	+ 7.0 +
✓ Sense Motive	WIS	10	= 2	+ 8.0 +
Sleight of Hand	DEX	6	= 2	+ 6.0 + -2
✓ Spot	WIS	5	= 2	+ 3.0 +
✓ Survival	WIS	2	= 2	+ +
✓ Swim	STR	-2	= 0	+ + -2
✓ Treat Injury	WIS	5	= 2	+ 3.0 +
Tumble	DEX	6	= 2	+ 6.0 + -2

✓: can be used untrained. X: exclusive skills

Knife		CURRENT HAND	TYPE	SIZE	CRITICAL		
		Carried	P	T	19-20/x2		
To Hit	Dam	To Hit	Dam				
1H-P	+7/+2	1d4	2W-P-(OH)	+3/-2	1d4		
1H-O	+7/+2	1d4	2W-P-(OL)	+5/+0	1d4		
2H	+7/+2	1d4	2W-OH	+5	1d4		
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
10 ft.	+10/+5	+10/+5	+10/+5	+6/+1	+8/+3	+8	1d4+1
20 ft.	+8/+3	+8/+3	+8/+3	+4/-1	+6/+1	+6	1d4+1
30 ft.	+6/+1	+6/+1	+6/+1	+2/-3	+4/-1	+4	1d4+1
40 ft.	+3/-2	+3/-2	+3/-2	-1/-6	+1/-4	+1	1d4
50 ft.	+1/-4	+1/-4	+1/-4	-3/-8	-1/-6	-1	1d4
Rate of Fire	Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Binoculars, Electro-Optical	Duffle Bag	1	4.0	16.0	
Binoculars, Standard	Carried	1	2.0	7.0	
Bullet (7.62mm Explosive/20) Damage +1D6, Mil(+3)	Duffle Bag	2	0.0	8.0	(16.0)
7.62mm Bullets, 20 pack	HK G3-SG1 (7.62mm Sniper Autoloader/Laser Sight/Suppressor (Rifle))	4	0.0	4.0	(16.0)
Bullet (9mm Explosive/50) Damage +1D4, Mil(+3)	Duffle Bag	4	0.0	10.0	(40.0)
9mm Bullets, 50 pack	Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))	4	0.0	5.0	(20.0)
Car opening Kit	Duffle Bag	1	1.0	6.0	
Chemical Light Sticks (5)	Carried	1	1.0	2.0	
Demolitions Kit	Duffle Bag	1	5.0	13.0	
Duffle Bag		1	1.0	5.0	
<small>26.5 lbs., 1 Binoculars, Electro-Optical, 4 Bullet (9mm Explosive/50), 2 Bullet (7.62mm Explosive/20), 1 Car opening Kit, 1 Demolitions Kit, 1 Medical Kit, 1 Night Vision Goggles, 1 Light Undercover Shirt, 1 Gas Mask, 1 Flashlight, Standard, 1 Lock Release Gun</small>					
Electrical Tool Kit, Basic		1	12.0	14.0	
Evidence Kit, Deluxe		1	8.0	15.0	
Penlight	Carried	1	0.5	3.0	
Flashlight, Standard	Duffle Bag	1	1.0	4.0	
Gas Mask	Duffle Bag	1	5.0	13.0	
Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol)) <small>0 lbs., 2 9mm Bullets, 50 pack Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)</small>	Holster, Concealed carry	1	3.5	30.0	
Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol)) <small>0 lbs., 2 9mm Bullets, 50 pack Magazine 25, Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)</small>	Holster, Concealed carry	1	3.5	30.0	
Handcuffs, Steel	Carried	1	1.0	7.0	
Handcuffs, Zip-Tie (25)	Carried	1	0.5	6.0	
Headset (w/light) <small>No walkie-talkie or cell phone included</small>	Carried	1	0.0	14.0	
HK G3-SG1 (7.62mm Sniper Autoloader/Laser Sight/Suppressor (Rifle)) <small>0 lbs., 4 7.62mm Bullets, 20 pack Magazine 20, Lic(+1), Mastercraft (+1), Laser Sight Purchase DC 15, Standard Scope Purchase DC 11, Suppressor Purchase DC 14, Mil(+3)</small>		1	16.0	19.0	
Holster, Concealed carry <small>3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))</small>	Equipped	1	0.5	5.0	
Holster, Concealed carry <small>3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))</small>	Equipped	1	0.5	5.0	
Knife	Carried	1	1.0	7.0	
Light Undercover Shirt <small>Lic(+1)</small>	Duffle Bag	1	2.0	13.0	
Lock Release Gun	Duffle Bag	1	0.5	12.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs. 419.0 gp		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Lockpick Set	Carried	1	1.0	9.0
Medical Kit	Duffle Bag	1	5.0	15.0
Multi-Function PDA/Cell Phone	Equipped	1	0.5	17.0
<small>Functions incl. PDA, cell phone, digital camera, digital audio recorder, and pager</small>				
Multipurpose Tool	Carried	1	0.5	9.0
Night Vision Goggles	Duffle Bag	1	3.0	17.0
Undercover Vest <small>Lic(+1)</small>	Equipped	1	3.0	14.0
TOTAL WEIGHT CARRIED/VALUE			19 lbs. 419.0 gp	

WEIGHT ALLOWANCE						
	Light	33	Medium	66	Heavy	100
Lift over head	100		Lift off ground	200	Push / Drag	500

TALENTS / SPECIAL ABILITIES	
Close Combat Shot	
Empathy	
Evasion	
Improved Evasion	
Improvised Implements	
Increased Speed	
Intuition	
Reputation 4	
Sweep	
Wealth Bonus 17 (Current) 8 (Starting)	
Weapon Specialization (Glock 18C)	

FEATS	
Advanced Firearms Proficiency	The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an auto-fire setting)
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
Burst Fire	When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage
Double Tap	When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit
Great Fortitude	The character gets a +2 bonus on all Fortitude saving throws
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
Point Blank Shot	The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet
Precise Shot	The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally
Two-Weapon Fighting	The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand
Weapon Focus (Glock 18C)	Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat

STARTING OCCUPATION	
Law Enforcement	

PROFICIENCIES	

LANGUAGES	
Arabic, English, Russian	

ALLEGIANCES	

Notes:

Character Sheet Notes: