

Kurtis Grange

NAME

Ded3 Fas3

Guns1 Infia4 Sol2

CLASS

13

TCL

79125

EXPERIENCE

91000

NEXT LEVEL

Human

RACE

26

AGE

George Webster

PLAYERNAME

Medium

SIZE

Male

GENDER

6'3"

HEIGHT

Brown

EYES

196 lbs.

WEIGHT

Black, Crew

HAIR

32

POINTS



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP hit points	93	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE THRESHOLD	DAMAGE REDUCTION	SPEED	Walk 35 ft.						
STR Strength	10	+0			AC armor class	27	25 : 24 = 10	12	3	2	0	9						
DEX Dexterity	14	+2			TOTAL		FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	MISS CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
CON Constitution	13	+1			INITIATIVE modifier	+2	= +2	+0	TOTAL									
INT Intelligence	16	+3			BASE ATTACK bonus	+7/+2												
WIS Wisdom	14	+2																
CHA Charisma	14	+2																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER	REPUTATION	4						
FORTITUDE (constitution)	+9	= +6	+1	+2		ACTION POINTS	16						
REFLEX (dexterity)	+16	= +14	+2	+0		WEALTH	17						
WILL (wisdom)	+9	= +5	+2	+2									
MELEE attack bonus	TOTAL	+7/+2	=	BASE ATTACK BONUS	+7/+2	STR MODIFIER	+0	SIZE MODIFIER	+0	MISC MODIFIER	+0	TEMP MODIFIER	
RANGED attack bonus	TOTAL	+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
	Light	+2	+7
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES	
+0	0	Lic(+1)	

SKILLS					MAX RANKS		16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ 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)	Duffle Bag	2	0.0 (0.0)	8.0 (16.0)	
Damage +1D6, Mil(+3) □□					
7.62mm Bullets, 20 pack	HK G3-SG1 (7.62mm Sniper Autoloader/Laser Sight/Suppressor (Rifle))	4	0.0 (0.0)	4.0 (16.0)	
□□□□					
Bullet (9mm Explosive/50)	Duffle Bag	4	0.0 (0.0)	10.0 (40.0)	
Damage +1D4, Mil(+3) □□□□					
9mm Bullets, 50 pack	Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))	4	0.0 (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	
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					
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))	Holster, Concealed carry	1	3.5	30.0	
0 lbs., 2 9mm Bullets, 50 pack Magazine 25,Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)					
Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))	Holster, Concealed carry	1	3.5	30.0	
0 lbs., 2 9mm Bullets, 50 pack Magazine 25,Res(+2), Mastercraft (+1), Laser Sight Purchase DC 15, Mil(+3)					
Handcuffs, Steel	Carried	1	1.0	7.0	
Handcuffs, Zip-Tie (25)	Carried	1	0.5	6.0	
□					
Headset (w/light)	Carried	1	0.0	14.0	
No walkie-talkie or cell phone included					
HK G3-SG1 (7.62mm Sniper Autoloader/Laser Sight/Suppressor (Rifle))		1	16.0	19.0	
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)					
Holster, Concealed carry	Equipped	1	0.5	5.0	
3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))					
Holster, Concealed carry	Equipped	1	0.5	5.0	
3.5 lbs., 1 Glock 18C (9mm Machine Pistol/Laser Sight/Suppressor (Pistol))					
Knife	Carried	1	1.0	7.0	
Light Undercover Shirt	Duffle Bag	1	2.0	13.0	
Lic(+1)					
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
Functions incl. PDA, cell phone, digital camera, digital audio recorder, and pager				
Multipurpose Tool	Carried	1	0.5	9.0
Night Vision Goggles	Duffle Bag	1	3.0	17.0
Undercover Vest	Equipped	1	3.0	14.0
Lic(+1)				
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: