Name	Mr Norville Rogers	Player	Player 3
Campaign	Raiders of the Lost Tomb	Narrator	Keith Boyle (EKB)
Virtue	Generous	Vice	Cowardly
Background	Human, Male	Role/Level	Expert 10

ABILITIES		COMBAT		SAVES		OTHER	
Strength	+0	Initiative	+2	Tough	+2	Size	Medium
Dexterity	+2	Base Attack Bonus	+7	Fort	+3	Speed	30 ft
Constitution	+0	Melee Attack Bonus	+9	Reflex	+11		
Intelligence	+2	Ranged Attack Bonus	+9	Will	+6	Armor Pen.	-2
Wisdom	+1	Defense: Dodge	+9			Shield Pen.	+0
Charisma	+2	Defense: Parry	+7			Grapple	+7

FEATS/SPECIAL ABILITIES

- Expertise
- Lightning Reflexes
- Low Profile
- Animal Empathy
- Evasion
- Improved Evasion
- Hide in Plain Sight
- Improvised Tools
- Iron Will
- Jack-of-All-Trades
- Master Plan
- Snatch Arrows
- Elusive Target
- Inspire

POWERS

Fatigue Save Difficulty: 15

Name	Rnks	Tot	Save
Beast Link	13	+15	17
Cloud Minds	13	+15	17

SKILLS

Name	Tot	Rnks	Misc	Abil	Key
Acrobatics	+7	5	+0	+2	DEX
Bluff	+11	9	+0	+2	CHA
Climb	+5	5	+0	+0	STR
Concentration	+1	0	+0	+1	WIS
Diplomacy	+5	3	+0	+2	CHA
Disable Device	+6	4	+0	+2	INT
Disguise	+3	1	+0	+2	CHA
Drive	+3	1	+0	+2	DEX
Escape Artist	+9	7	+0	+2	DEX
Gather Info.	+11	9	+0	+2	CHA
Handle Animal	+7	5	+0	+2	CHA
Intimidate	+3	1	+0	+2	CHA
Jump	+5	5	+0	+0	STR
Medicine	+2	1	+0	+1	WIS
Notice	+13	12	+0	+1	WIS
Search	+10	8	+0	+2	INT
Sense Motive	+13	12	+0	+1	WIS
Sleight of Hand	+14	12	+0	+2	DEX
Stealth	+10	8	+0	+2	DEX
Survival	+12	11	+0	+1	WIS
Swim	+2	2	+0	+0	STR
Knowledge (Geology)	+9	7	+0	+2	INT
Knowledge (Metallurgy)	+8	6	+0	+2	INT

WEAPONS

Weapon	Attack	Damage	Critical	Range
Unarmed	+9	+0	+3 (20)	
Notes: Bludgeon				
Chain	+9	+2	+3 (20)	
Notes: Bludgeon				
Shotgun (Slug)	+9	+6	+3 (20)	40 ft
Notes: Ballistic				

ARMOUR	SHIELD
Undercover Shirt	None

CONVICTION	FATIGUE		
☐☐☐☐☐☐☐	WINDED ☐	FATIGUED ☐	EXHAUSTED ☐

BRUISED	DAZED	STAGGERED	UNCONSCIOUS
☐☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐
Fail by 0 - 4	Fail by 5 - 9	Fail by 10 - 14	Fail by 15+
HURT	WOUNDED	DISABLED	DYING
☐☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐

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Campaign	Raiders of the Lost Tomb	**Narrator**	Keith Boyle (EKB)
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Background	Human, Male	**Role/Level**	Expert 10

ABILITIES		COMBAT		SAVES		OTHER	
Strength	+0	**Initiative**	+2	**Tough**	+2	**Size**	Medium
Dexterity	+2	**Base Attack Bonus**	+7	**Fort**	+3	**Speed**	30 ft
Constitution	+0	**Melee Attack Bonus**	+9	**Reflex**	+11		
Intelligence	+2	**Ranged Attack Bonus**	+9	**Will**	+6	**Armor Pen.**	-2
Wisdom	+1	**Defense: Dodge**	+9			**Shield Pen.**	+0
Charisma	+2	**Defense: Parry**	+7			**Grapple**	+7

FEATS/SPECIAL ABILITIES

Expertise
Lightning Reflexes
Low Profile
Animal Empathy
Evasion
Improved Evasion
Hide in Plain Sight
Improvised Tools
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Jack-of-All-Trades
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Undercover Shirt	None

CONVICTION	FATIGUE		
☐☐☐☐☐☐☐	**WINDED** ☐	**FATIGUED** ☐	**EXHAUSTED** ☐

Name	Mr Norville Rogers	Player	Player 3	
Hair Colour		Age	27	
Eye Colour		Religion		
Skin Colour		Reputation	+0	
Handedness		Wealth	+7	Gender
Languages	Common			Male
Description				
Personality				

EQUIPMENT CARRIED	OTHER POSSESSIONS	

BRUISED	DAZED	STAGGERED	UNCONSCIOUS
☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐
Toughness Penalties:	**Toughness Penalties:**	**Toughness Penalties:**	**Toughness Penalties:**
-1 Penalty on further saves against Non-Lethal Damage	-1 Penalty on further saves against Non-Lethal Damage	None	None
Effects of Condition:	**Effects of Condition:**	**Effects of Condition:**	**Effects of Condition:**
None	Lose one full-round action after suffering a dazed result; take no actions, but retain your normal Defense.	Stunned! for one round after being wounded. Take no actions, lose your dodge bonus and have a –2 penalty to Defense. The following rounds, take only a standard or move action, until staggered is cured.	An unconscious character has been knocked out and is helpless.
Fail by 0 - 4	**Fail by 5 - 9**	**Fail by 10 - 14**	**Fail by 15+**
HURT	**WOUNDED**	**DISABLED**	**DYING**
☐☐☐☐☐☐☐☐☐☐☐☐	☐☐☐☐☐☐☐☐☐☐☐☐	☐	☐
Collateral Damage:	**Collateral Damage:**	**Collateral Damage:**	**Collateral Damage:**
In addition to the Hurt Condition, mark down a Bruised condition.	In addition to the Wounded condition, mark down a Dazed condition.	In addition to the Disabled condition, mark down the Staggered condition, or Unconscious if Staggered is already checked.	In addition to the Dying condition, mark down the Unconscious condition.
Toughness Penalties:	**Toughness Penalties:**	**Toughness Penalties:**	**Toughness Penalties:**
-1 Penalty on further saves against Lethal Damage	-1 Penalty on further saves against Lethal Damage	None	None
Effects of Condition:	**Effects of Condition:**	**Effects of Condition:**	**Effects of Condition:**
None	Shaken! -2 penalty to all checks until healed. Stunned! for one round after being Wounded	Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.	Dying characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round.