Name	Mr Norville Rogers	Player	Natalie (Tofu_Master)
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	+3	Size	Medium
Dexterity	+2	Base Attack Bonus	+7	Fort	+4	Speed	30 ft
Constitution	+1	Melee Attack Bonus	+9	Reflex	+11		
Intelligence	+3	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
Slow Fall
Deflect Arrows
Elusive Target
Inspire

POWERS

Fatigue Save Difficulty			15
Name	Rnks	Tot	Save
Beast Link	13	+16	18
Cloud Minds	13	+16	18

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	+7	4	+0	+3	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	+11	8	+0	+3	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)	+10	7	+0	+3	INT
Knowledge (Metallurgy)	+9	6	+0	+3	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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Background	Human, Male	**Role/Level**	Expert 10

ABILITIES		COMBAT		SAVES		OTHER	
Strength	+0	**Initiative**	+2	**Tough**	+3	**Size**	Medium
Dexterity	+2	**Base Attack Bonus**	+7	**Fort**	+4	**Speed**	30 ft
Constitution	+1	**Melee Attack Bonus**	+9	**Reflex**	+11		
Intelligence	+3	**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

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Lightning Reflexes
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ARMOUR	SHIELD
Undercover Shirt	None

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

Name	Mr Norville Rogers	Player	Natalie (Tofu_Master)	
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: -1 Penalty on further saves against Non-Lethal Damage	**Toughness Penalties:** -1 Penalty on further saves against Non-Lethal Damage	**Toughness Penalties:** None	**Toughness Penalties:** None
Effects of Condition: None	**Effects of Condition:** Lose one full-round action after suffering a dazed result; take no actions, but retain your normal Defense.	**Effects of Condition:** 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.	**Effects of Condition:** 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: In addition to the Hurt Condition, mark down a Bruised condition.	**Collateral Damage:** In addition to the Wounded condition, mark down a Dazed condition.	**Collateral Damage:** In addition to the Disabled condition, mark down the Staggered condition, or Unconscious if Staggered is already checked.	**Collateral Damage:** In addition to the Dying condition, mark down the Unconscious condition.
Toughness Penalties: -1 Penalty on further saves against Lethal Damage	**Toughness Penalties:** -1 Penalty on further saves against Lethal Damage	**Toughness Penalties:** None	**Toughness Penalties:** None
Effects of Condition: None	**Effects of Condition:** Shaken! -2 penalty to all checks until healed. Stunned! for one round after being Wounded	**Effects of Condition:** Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.	**Effects of Condition:** 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.