Sebastian "Caprice" Creed

Bill Countiss
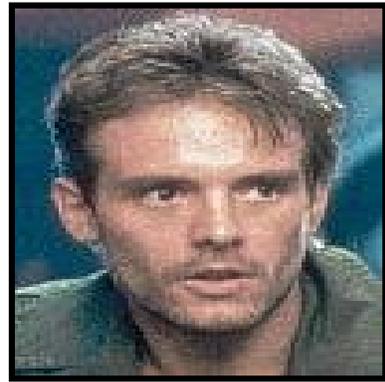
Smart Hero2/Fast Hero1/Techie2	Human		5' 11"	165 lbs.	
CLASS	RACE		HEIGHT	WEIGHT	
5	Medium	29	Male	Blue	Black
LEVEL	SIZE	AGE	GENDER	EYES	HAIR
Technician	10,100	15,000	4,900		
STARTING OCCUPATION	Current XP	XP for Next Level	XP Remaining	In Game XP Gained	

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR	10	+0		
DEX	15	+2		
CON	15	+2		
INT	16	+3		
WIS	10	+0		
CHA	10	+0		

HP 30 — WOUNDS/CURRENT HP — SUBDUAL DAMAGE — DAMAGE REDUCTION — HIT DIE TYPE: 2d6+1d8 / 2d6 — SPEED: 30

AC ARMOR CLASS

TOTAL	FLAT FOOTED	TOUCH AC		BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.
19	17	12	=	10	+ 2	+ 0	+ 2	+ 0	+ 5	+ 0		0			

Reputation + 1 **Action Points** 14 **Wealth Bonus** +13

INITIATIVE MODIFIER 2 = 2 (DEX MODIFIER) + 0 (MISC MODIFIER) — TOTAL

BASE ATTACK BONUS +2

Saving Throws

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC MODIFIER	+	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
Fortitude (Con)	2	=	0	+	2	+	0	+	0	+		
Reflex (Dex)	3	=	1	+	2	+	0	+	0	+		
Will (Wis)	5	=	5	+	0	+	0	+	0	+		

	TOTAL	=	BASE ATTACK BONUS	+	STR MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+2	=	2	+	0	+	0	+	0	+	
RANGED ATTACK BONUS	+4	=	2	+	2 (DEX)	+	0	+	0	+	

Weapons

Beretta 92F (9mm autoloader)

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+4	2d6	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
40 ft.	3 lbs.	Ballistic	Medium	Requisitioned

40 - 80 ft.	80 - 120 ft.	120 - 160 ft.	160 - 200 ft.
+2	+0	-2	-4

Pistol Whip

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2	1d4	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	0 lbs.	Bludgeoning	Small	

Improvised Weapon, Medium

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
-2	1d4	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	0 lbs.	Bludgeoning/ Piercing/ Slashing	Medium	

Skills

SKILL NAME	KEY ABILITY	TOTAL	=	RANKS	+	ABILITY MODIFIER	+	MISC MODIFIER
n Balance*	Dex	5	=	1	+	2	+	2
n Bluff	Cha	0	=		+	0	+	
n Climb*	Str	0	=		+	0	+	
n Computer Use	Int	11	=	6	+	3	+	2
n Concentration	Con	2	=		+	2	+	
n Craft (_____)	Int	-1	=		+	3	+	-4
n Craft (Electronic)	Int	9	=	8	+	3	+	-2
n Craft (Mechanical)	Int	9	=	8	+	3	+	-2
n Craft (Structural)	Int	5	=	6	+	3	+	-4
Decipher Script	Int	7	=	4	+	3	+	
Demolitions	Int	4	=	5	+	3	+	-4
n Diplomacy	Cha	0	=		+	0	+	
Disable Device	Int	10	=	7	+	3	+	
n Disguise	Cha	-4	=		+	0	+	-4
n Drive	Dex	3	=	1	+	2	+	
n Escape Artist*	Dex	3	=	1	+	2	+	
n Forgery	Int	-1	=		+	3	+	-4
n Gamble	Wis	0	=		+	0	+	
n Gather Information	Cha	0	=		+	0	+	
n Hide*	Dex	3	=	1	+	2	+	
n Intimidate	Cha	0	=		+	0	+	
Investigate	Int	4	=	1	+	3	+	
n Jump*	Str	2	=		+	0	+	2
Knowledge (Business)	Int	4	=	1	+	3	+	
Knowledge (Civics)	Int	4	=	1	+	3	+	
Knowledge (Earth and Life Sciences)	Int	4	=	1	+	3	+	
Knowledge (Physical Sciences)	Int	4	=	1	+	3	+	
Knowledge (Popular Culture)	Int	4	=	1	+	3	+	
Knowledge (Technology)	Int	9	=	6	+	3	+	
n Listen	Wis	0	=		+	0	+	
n Move Silently*	Dex	3	=	1	+	2	+	
n Navigate	Int	3	=		+	3	+	
n Perform (Act)	Cha	0	=		+	0	+	

Character: Sebastian "Caprice" Creed

Improvised Weapon, Small		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		-2	1d3	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	0 lbs.	Bludgeoning/ Piercing/ Slashing	Small	

Unarmed strike		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+2	1d3	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	0 lbs.	Bludgeoning	Tiny	

Light Undercover Shirt			TYPE	ARMOR BONUS	MAX DEX BONUS
			Light	+2	7
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
0	0%	30 ft.	2 lbs.	Requisitioned	

Skill									
n Perform (Dance)	Cha	0	=		+	0	+	
n Perform (Keyboards)	Cha	-4	=		+	0	+	-4
n Perform (Percussion)	Cha	-4	=		+	0	+	-4
n Perform (Sing)	Cha	0	=		+	0	+	
n Perform (Stand-Up)	Cha	0	=		+	0	+	
n Perform (String Instruments)	Cha	-4	=		+	0	+	-4
n Perform (Wind Instruments)	Cha	-4	=		+	0	+	-4
Profession	Wis	1	=	1	+	0	+	
Read/Write Language		1	=	1	+	0	+	
Repair	Int	9	=	4	+	3	+	2
Research	Int	9	=	6	+	3	+	
n Ride	Dex	2	=		+	2	+	
n Search	Int	3	=		+	3	+	
n Sense Motive	Wis	0	=		+	0	+	
Speak Language		2	=	2	+	0	+	
n Spot	Wis	0	=		+	0	+	
n Survival	Wis	0	=		+	0	+	
n Swim*	Str	1	=	1	+	0	+	
n Treat Injury	Wis	1	=	1	+	0	+	
Tumble*	Dex	7	=	5	+	2	+	

Skills marked with n can be used untrained.
* armor check penalty, if any, applies.
** -1 per 5 lb. of gear

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Beretta 92F (9mm autoloader): Requisitioned (16 gp)	1	3.00 lbs.	Light Undercover Shirt: Requisitioned (13 gp)	1	2.00 lbs.		
Improvised Weapon, Medium (0 gp)	1	(0.00 lbs.)	Microphone, Laser: Requisitioned (18 gp)	1	3.50 lbs.		
Improvised Weapon, Small (0 gp)	1	(0.00 lbs.)	Pistol Whip (0 gp)	1	0.00 lbs.		

1 - 33 lbs.	34 - 66 lbs.	67 - 100 lbs.
LIGHT LOAD	**MEDIUM LOAD**	**HEAVY LOAD**

TOTAL WEIGHT CARRIED 8.50 lbs.

MONEY

CP -	SP -	GP -	PP -

Misc -

LANGUAGES

Latin [Group: Romance], Italian [Group: Romance], Greek [Group: Attic], Spanish [Group: Romance], Navaho [Group: Athabascan]

FEATS

Gearhead
Builder (Electronic and Mechanical)
Run
Simple Weapon Proficiency
Personal Firearms Proficiency

SPECIAL ABILITIES

Special Qualities
Smart Talent (Special - One Research Talent)
Smart Hero Class Features
Linguist
Fast Hero Class Features
Proficiency: Simple Weapons: All
Increased Speed
Techie Class Features
Extreme Machine
Jury-Rig +2
Technician
Linguist
Increased Speed

Personal History

Occupation: Employee at Boeing, Aerospace Engineer in Defense & foreign relations contracted with the US military. Speciality is to reverse engineer new technology, and even alien technology.

Other: Fluent in multiple languages

Family: Mother speaks fluent Italian, Father Greek and a modest amount of Latin. Sebastian's best friend was spanish speaking. Formally educated in multiple languages and now has a rather uncanny ability to pick up new languages quickly. Youngest in family, has an older brother Michael who recently disappeared when doing humanitarian work in the Sudan.

No super powers, No formal training how to fight or fire weapons Ran Track in High School, and kept the running thing going. Thin build, and natural runner.

Quick Reference Notes

WEALTH: 13

ACTION POINTS: 14

JURY-RIG: A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At 7th level, this competence bonus increases to +4.

EXTREME MACHINE: If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it. By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons========================		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices========================		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles===============================		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Techie performs the extreme modifications in 1 hour. The Techie can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Techie class level, beginning when the object is first put into use. The Techie selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine re¬quires repairs before it can be used again.

Miscellaneous Notes

REDLIGHT

Founded in 1954, this branch was specifically dedicated to creating a UFO using conventional technology. Operating out of Area 51, it is administered by the USAF. Redlight's goal is to reverse engineer alien technology for offensive military purposes. The Redlight division is in charge of creating advancements capable of competing against paranormal technology.

Pursuant to that aim, Redlight agents are directed to:

* Acquire and maintain the tools necessary to research, build and test any conceivable mechanical, electronic or otherwise technological device.

* Acquire and maintain the skills and knowledge necessary to utilize said tools in a productive manner.

* Procure the raw materials necessary to build the aforementioned technological devices.

* Assist the other departments in the fulfillment of their Directives by making advanced technological devices readily available, free of defect and scientifically sound.

* Maintain exceedingly high physical, intellectual and emotional standards for the recruitment and training of department personnel.

Sources loaded for the creation of **Sebastian "Caprice" Creed:**
d20 Modern
Core eTools Data
User-Created Material
Psionic Support
Urban Arcana
Menace Manual
Weapons Locker
d20 Apocalypse
d20 Cyberscape
d20 Future
d20 Past
User-edited (by ET Helper) rules
User-edited (by ET Helper) rules