

Sebastian "Caprice" Creed

Bill Countiss



Smart Hero2/Fast Hero1/Techie2/Strong Hero1			Human		5' 11"	165 lbs.
CLASS			RACE		HEIGHT	WEIGHT
6	Medium		29	Male	Blue	Black
LEVEL	SIZE	AGE	GENDER		EYES	HAIR
Technician	15,225	21,000	5,775			
STARTING OCCUPATION		Current XP	XP for Next Level	XP Remaining	In Game XP Gained	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	CHARACTER STATS																							
STR	10	+0			HP	37	WOUNDS/CURRENT HP			SUBDUAL DAMAGE		DAMAGE REDUCTION		HIT DIE TYPE 2d6+1d8 2d6+1d8		SPEED 30												
DEX	15	+2			AC	20	18	12	= 10	+	2	+	0	+	2	+	0	+	6	+	0		0					
CON	15	+2			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.																							
INT	16	+3			Reputation		+ 1		Action Points				18		Wealth Bonus				+13									
WIS	10	+0			INITIATIVE	2	=	2	+	0	BASE ATTACK BONUS														+3			
CHA	10	+0			TOTAL DEX MODIFIER MISC MODIFIER																							

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

Beretta 92F (9mm autoloader)		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+5	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.
+3		+1	-1	-3

Pistol Whip		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+3	1d4	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	0 lbs.	Bludgeoning	Small	

Improvised Weapon, Medium		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		-1	1d4	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	0 lbs.	Bludgeoning/Piercing /Slashing	Medium	

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

Unarmed strike		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+3	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 NAME	KEY ABILITY	TOTAL	RANKS	ABILITY MODIFIER	MISC MODIFIER
nBalance*	Dex	5	= 1	+	2
nBluff	Cha	0	=	+	0
nClimb*	Str	1	= 1	+	0
nComputer Use	Int	11	= 6	+	3
nConcentration	Con	2	=	+	2
nCraft ()	Int	-1	=	+	3
nCraft (Electronic)	Int	9	= 8	+	3
nCraft (Mechanical)	Int	9	= 8	+	3
nCraft (Structural)	Int	5	= 6	+	3
Decipher Script	Int	7	= 4	+	3
Demolitions	Int	6	= 5	+	3
nDiplomacy	Cha	0	=	+	0
Disable Device	Int	12	= 7	+	3
nDisguise	Cha	-4	=	+	0
nDrive	Dex	3	= 1	+	2
nEscape Artist*	Dex	3	= 1	+	2
nForgery	Int	-1	=	+	3
nGamble	Wis	0	=	+	0
nGather Information	Cha	0	=	+	0
nHide*	Dex	3	= 1	+	2
nIntimidate	Cha	0	=	+	0
Investigate	Int	4	= 1	+	3
nJump*	Str	2	=	+	0
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 (Tactics)	Int	6	= 3	+	3
Knowledge (Technology)	Int	9	= 6	+	3
nListen	Wis	0	=	+	0
nMove Silently*	Dex	3	= 1	+	2
nNavigate	Int	3	=	+	3
nPerform (Act)	Cha	0	=	+	0
nPerform (Dance)	Cha	0	=	+	0
nPerform (Keyboards)	Cha	-4	=	+	0
nPerform (Percussion)	Cha	-4	=	+	0
nPerform (Sing)	Cha	0	=	+	0
nPerform (Stand-Up)	Cha	0	=	+	0
nPerform (String Instruments)	Cha	-4	=	+	0
nPerform (Wind Instruments)	Cha	-4	=	+	0
Profession	Wis	1	= 1	+	0
Read/Write Language		2	= 2	+	0
Repair	Int	9	= 4	+	3
Research	Int	9	= 6	+	3
nRide	Dex	2	=	+	2
nSearch	Int	3	=	+	3
nSense Motive	Wis	0	=	+	0
Speak Language		3	= 3	+	0
nSpot	Wis	0	=	+	0

nSurvival	Wis	<u>0</u>	=	<u> </u>	+	<u>0</u>	+	<u> </u>
nSwim*	Str	<u>1</u>	=	<u>1</u>	+	<u>0</u>	+	<u> </u>
nTreat Injury	Wis	<u>1</u>	=	<u>1</u>	+	<u>0</u>	+	<u> </u>
Tumble*	Dex	<u>7</u>	=	<u>5</u>	+	<u>2</u>	+	<u> </u>

Skills marked with Π 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. LIGHT LOAD	34 - 66 lbs. MEDIUM LOAD	67 - 100 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				8.50 lbs.

MONEY			
CP -	SP -	GP -	PP -
Misc -			

LANGUAGES	FEATS	SPECIAL ABILITIES
Latin [Group: Romance], Italian [Group: Romance], Greek [Group: Attic], Spanish [Group: Romance], Navaho [Group: Athabascan]	Gearhead	Special Qualities
	Builder (Electronic and Mechanical)	Smart Talent (Special - One Research Talent)
	Run	Smart Hero Class Features
	Simple Weapon Proficiency	Linguist
	Personal Firearms Proficiency	Fast Hero Class Features
	Cautious	Increased Speed
		Techie Class Features
		Extreme Machine
		Jury-Rig +2
		Technician
		Linguist
		Increased Speed
		Melee Smash
		Strong Hero Class Features
		Proficiency: Simple Weapons: All
		Melee Smash

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%)
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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 requires 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

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