

Alexis
 Character Name _____ Player Name _____
 Fast Hero 5/Swashbuckler 10; Occupation: Thrill-Seeker; Medium Male
 Human/Changeling/Fey; Age: 19; 5'7"; 156lb.; Eyes: Blue-green; Hair: Short curls,
 Black; Skin: Pale; Build: Thin

Character Record Sheet



ABILITY NAME	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	15	+2	---	---
DEX	17	+3	---	---
CON	15	+2	---	---
INT	15	+2	---	---
WIS	8	-1	---	---
CHA	14	+2	---	---

HP 81 30/60/150 ft.
 TOTAL Wounds/Current HP Nonlethal Speed

Def 29 = 10 + 4 + 0 + 3 + 0 + 0 + 12 + 0 **Touch: 25**
 TOTAL Armor Shield DEX Size Natural Class Misc **Flat-footed: 14**
 Mobility: +4 vs. att. of opp.; Dodge: +1

INITIATIVE +3 = +3 + 0
 TOTAL DEX Mod Misc Mod

SAVING THROWS	TOTAL	Base Save	Ability Mod	Misc Mod
FORTITUDE	+8	+6	+2	+0
REFLEX	+13	+10	+3	+0
WILL	+3	+4	-1	+0

REPUTATION	3
WEALTH BONUS	14
ACTION POINTS	141
Used Action	

ATTACK	TOTAL	Base Attack Bonus	STR/DEX Mod	Size Mod	Misc Mod	Temp Mod
BASE	+10/+5					
GRAPPLE	+12	= +10	+2	+0	+0	+---
MELEE	+12/+7	= +10	+2	+0	+0	+---
RANGED	+13/+8	= +10	+3	+0	+0	+---

WEAPONS AND ARMOR

Strike, Unarmed
 Total Attack Bonus: +13/+8, Damage: 1d3+2, Critical: x2, Damage Type: Subdual, Bludgeoning, Category: Unarmed

Knife (x2)
 Total Attack Bonus (melee): +13/+8, Ranged: +13/+8, Damage: 1d4+2, Critical: 19-20/x2, Range Increment: 10, Damage Type: Piercing, Type: Light, Size: Medium

Glock 17
 Description: 9mm autoloader, Total Attack Bonus: +14/+9, Damage: 2d6, Masterwork, Critical: x2, Range Increment: 30 ft., Rate of Fire: S, Magazine: 17 box, Restriction: Lic (+1), Type: Ranged, Damage Type: Ballistic, Size: Medium, Weapon Size: Light

Rapier (Focus: +1, Specialization: +4)
 Total Attack Bonus: +14/+9, Damage: 1d6+6, Critical: 17-20/x2, Damage Type: Piercing, Type: Light, Size: Medium

AMMUNITION

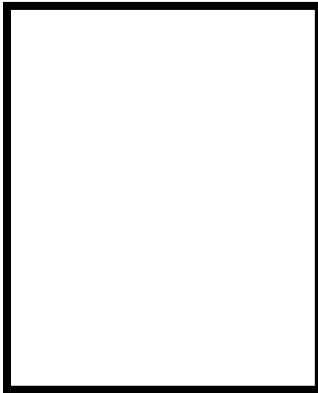
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SKILLS

MAX RANKS 18 / 9

SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD
Balance	DEX	+14	= +3	+ 9	+ +2
Bluff	CHA	+10	= +2	+ 6	+ +2
Craft (Mechanical)	INT	+5	= +2	+ 3	+ +0
Drive	DEX	+9	= +3	+ 6	+ +0
Hide	DEX	+9	= +3	+ 6	+ +0
Escape Artist	DEX	+9	= +3	+ 5	+ +0
Knowledge (Current Events)	INT	+6	= +2	+ 4	+ +0
Knowledge (Popular Culture)	INT	+11	= +2	+ 9	+ +0
Knowledge (Streetwise)	INT	+7	= +2	+ 5	+ +0
Move Silently	DEX	+13	= +3	+ 10	+ +0
Pilot	DEX	--	= +3	+ 0	+ +0
Profession	WIS	--	= -1	+ 0	+ +0
Ride	DEX	+3	= +3	+ 0	+ +0
Sleight of Hand	DEX	+11	= +3	+ 4	+ +4
Tumble	DEX	+12	= +3	+ 9	+ +0
Read/Write Language					
Speak Language					
Survival	WIS	+8	= -1	+ 9	+ +0
Climb	STR	+11	= +2	+ 9	+ +0
Jump	STR	+4	= +2	+ 0	+ +2
Run: +4 with running start					
Knowledge (History)	INT	--	= +2	+ 0	+ +0
Listen	WIS	+9	= -1	+ 10	+ +0
Navigate	INT	+6	= +2	+ 4	+ +0
Swim	STR	+6	= +2	+ 4	+ +0

Total Skill Points: 118/118



Carrying Capacity
 Light: 66 lbs
 Medium: 133 lbs
 Heavy: 200 lbs
 Lift off Ground: 400 lbs
 Push or Drag: 1,000 lbs

Load Limits
 Weight carried: 12 lbs
 With Backpacks: 12 lbs
 Max. DEX Bonus: --
 Check Penalty: --
 Maximum Run: >5
 Speed Penalty: --

Campaign
 136,000 (Next: 153,000, Req.: 17,000)
 Experience

EQUIPMENT

Strike, Unarmed (1d3+2)
 Knife (1d4+2, ×2), 2lb.
 Glock 17 (2d6), 2lb.
 Ring of Mage Armor; +4 armor bonus
 Tattoo of Spider Climb; Spider Climb for 30 min.
 Rapier (1d6+6), 3lb.
 Backpack of Holding (Medium) (84/500 lb., 70 cu. ft.), 5lb.
 Breaking and Entering Kit, 50lb., Restriction: Ill (+4)
 Duct tape, 1lb.
 Fake ID, Restriction: Illegal (+4)
 Medical Kit, 5lb.
 Binoculars, Standard, 2lb.
 Climbing gear, 10lb.
 Flashlight, Standard, 1lb.
 Tent, 2-person dome, 4lb.
 Sleeping bag, 4lb.
 Stealth Clothing, 2lb.
 Cell Phone
 Notebook Computer, 5lb.
 LeMond Victoire, Crew: 1, Passengers: 0, Cargo: 0, Initiative: -1, Maneuverability: +4, Speed: 50 (5), Defense: 11, Hardness Points: 5, Hit Points: 5, Size: S, Restrictions: -

Armor and Weapons on Person: 12.0lb.
 Total Gear in Backpacks: 0.0lb.
 Total Gear and Armor: 12.0lb.

LANGUAGES

Speak English, Read/Write English

SPECIAL ABILITIES/FEATS

Special Abilities

Spell-like Abilities: Caster Level 15:
 Spells: 1/day--Charm Person, Object
 Reading; 3/day--Detect Magical Aura
 Immunities: Fire
 Resistance (Ex): Electricity 10
 Damage Reduction: 5/Magic
 Weapon Proficiencies: Archaic; Personal
 Firearm; Simple
 Evasion: Successful Ref save gives no damage if normally half damage
 Uncanny Dodge 1: Retain DEX bonus when flat-footed or struck by hidden attacker
 Uncanny Dodge 2: Can't be flanked
 Favored Weapon: Rapier: Secondary
 Weapon: Choose
 Quick Weapon Draw: Rapier
 Find the Mark: Rapier
 Deflect Missiles: Rapier
 Touché: Rapier: Spend action pt to add +3d6 damage

Feats

Archaic Weapons Proficiency: Use archaic weapons
 Mobility: +4 bonus to AC against attacks of opportunity when character moves
 Weapon Finesse: Use DEX modifier instead of STR for attack bonus
 Dodge: +1 AC vs. chosen melee opponent
 Weapon Focus (Rapier): +1 to attack rolls
 Personal Firearms Proficiency: Use personal firearms at no penalty
 Run: Increase running speed
 Two-Weapon Fighting: Penalties for

fighting with two weapons reduced by 2
 Spring Attack: Move before and after melee attack
 Weapon Specialization (Rapier): +2 damage
 Combat Expertise: Trade up to -5 from attack bonus for bonus on AC
 Greater Weapon Specialization (Rapier): +2 damage
 Improved Disarm: Disarming attempts do not draw attacks of opportunity and gives +4 bonus on opposed attack roll to disarm
 Combat Reflexes: Additional attacks of opportunity equal to DEX modifier
 Improved Two-Weapon Fighting: Get second off-hand weapon attack at -5
 Whirlwind Attack: Make one melee attack at full base attack bonus against each opponent within 5 ft.

NOTES

Allegiances

Chaos