

Grenade (Flash-Bang)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		T	20/x2
	10'	20'	30'	40'	50'
To Hit	+23/+18/+13	+21/+16/+11	+19/+14/+9	+16/+11/+6	+14/+9/+4
Dam	*+1	*+1	*+1	*	*
Special Properties	Blast radius creates blinding light.				

Grenade (Frag)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		T	20/x2
	10'	20'	30'	40'	50'
To Hit	+23/+18/+13	+21/+16/+11	+19/+14/+9	+16/+11/+6	+14/+9/+4
Dam	6d6+1	6d6+1	6d6+1	6d6	6d6
Special Properties	Half Fire Half piercing damage				

Grenade (Incendiary)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		T	20/x2
	10'	20'	30'	40'	50'
To Hit	+23/+18/+13	+21/+16/+11	+19/+14/+9	+16/+11/+6	+14/+9/+4
Dam	6d6+1	6d6+1	6d6+1	6d6	6d6
Special Properties	Fire Damage				

Grenade (Nausea)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		T	20/x2
	10'	20'	30'	40'	50'
To Hit	+23/+18/+13	+21/+16/+11	+19/+14/+9	+16/+11/+6	+14/+9/+4
Dam	*+1	*+1	*+1	*	*
Special Properties	Blast radius creates noxious gas in area				

Grenade (Smoke)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		T	20/x2
	10'	20'	30'	40'	50'
To Hit	+23/+18/+13	+21/+16/+11	+19/+14/+9	+16/+11/+6	+14/+9/+4
Dam	*+1	*+1	*+1	*	*
Special Properties	Blast radius creates smoke in area				

Grenade (Stun)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		T	20/x2
	10'	20'	30'	40'	50'
To Hit	+23/+18/+13	+21/+16/+11	+19/+14/+9	+16/+11/+6	+14/+9/+4
Dam	6d6+1	6d6+1	6d6+1	6d6	6d6
Special Properties	Blast damage is subdual				

Grenade Launcher		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		L	20/x2
	30'	200'	400'	600'	800'
To Hit	+23/+18/+13	+22/+17/+12	+20/+15/+10	+18/+13/+8	+16/+11/+6
Dam	*+1	*	*	*	*
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Assault hardsuit (Masterwork/+5 (Enhancement to Armor))	Equipped	1	350.0	40150.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
Automatic Crossbow	Carried	1	8.0	200.0	
Backpack	Equipped	1	2.0	2.0	
<small>54 lbs., 2 Bolts (10) (Automatic Crossbow/Masterwork), 5 Grenade (Adhesive), 5 Grenade (Concussion), 5 Grenade (Flash-Bang), 5 Grenade (Frag), 5 Grenade (Incendiary), 5 Grenade (Nausea), 5 Grenade (Smoke), 5 Grenade (Stun), 1 Grenade Launcher</small>					
Blaster Carbine (+3 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	9.0	19200.0	
Blaster Carbine (+4 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	9.0	33200.0	
Bolts (10) (Automatic Crossbow/Masterwork)	Backpack	2	1.0 (2.0)	11.0 (22.0)	
Boosted Reflexes	Equipped	1	0.0	5000.0	
<small>200 XP, DC 20</small>					
Cloak of Resistance +4	Equipped	1	1.0	16000.0	
Danger Sense	Equipped	1	0.0	2000.0	
<small>80 XP, DC 18</small>					
Elemental Resistance (Advanced Fire)	Equipped	1	0.0	12000.0	
<small>480 XP, DC 20</small>					
Elemental Resistance (Basic Electricity)	Equipped	1	0.0	2000.0	
<small>80 XP, DC 18</small>					
Enhanced Ability Dexterity +6	Equipped	1	0.0	36000.0	
<small>1440 XP, DC 20</small>					
Grenade (Adhesive)	Backpack	5	1.0 (5.0)	50.0 (250.0)	
<small>Blast radius creates adhesive area</small>					
Grenade (Concussion)	Backpack	5	1.0 (5.0)	100.0 (500.0)	
Grenade (Flash-Bang)	Backpack	5	1.0 (5.0)	50.0 (250.0)	
<small>Blast radius creates blinding light.</small>					
TOTAL WEIGHT CARRIED/VALUE			435.5 lbs.	195285.0 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Grenade (Frag)	Backpack	5	1.0 (5.0)	100.0 (500.0)	
<small>Half Fire Half piercing damage</small>					
Grenade (Incendiary)	Backpack	5	1.0 (5.0)	100.0 (500.0)	
<small>Fire Damage</small>					
Grenade (Nausea)	Backpack	5	1.0 (5.0)	50.0 (250.0)	
<small>Blast radius creates noxious gas in area</small>					
Grenade (Smoke)	Backpack	5	1.0 (5.0)	30.0 (150.0)	
<small>Blast radius creates smoke in area</small>					
Grenade (Stun)	Backpack	5	1.0 (5.0)	50.0 (250.0)	
<small>Blast damage is subdual</small>					
Grenade Launcher	Backpack	1	12.0	500.0	
Minicell (25) (Blaster Carbine)	Equipped	4	0.5 (2.0)	15.0 (60.0)	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Swimming	Equipped	1	0.0	2300.0	
Trauma Symbiote	Equipped	1	0.0	6000.0	
<small>240 XP, DC 10</small>					
TOTAL WEIGHT CARRIED/VALUE			435.5 lbs.	195285.0 gp	

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Light over head	150	Light off ground	300	Push / Drag	750

SPECIAL ABILITIES	
Backfire	
Dead Aim	
Dodge Fire	
Evasion (Ex)	
Firestorm	
Gun Mastery +3	
Haste	
Sneak Attack 1d6	

FEATS

Ambidexterity	The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.
Autofire	Get an extra hit with Autofire for every 3 over targets AC
Combat Reflexes	When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier.
Improved Critical (Blaster Carbine)	When using the weapon the character selected, the character's threat range is doubled.
Improved Unarmed Strike	The character is considered to be armed even when unarmed.
Point Blank Shot	The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Rapid Shot	The character can get one extra attack per round with a ranged weapon.
Technical Proficiency	You can use high-tech devices without penalty
Two-Gun Shooting	Penalties for firing two firearms are reduced by 2
Weapon Focus (Blaster Carbine)	The character adds +1 to all attack rolls the character makes using the selected weapon.
Armor Proficiency (Heavy)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (HighTechHeavy)	See Text
Armor Proficiency (HighTechLight)	See Text
Armor Proficiency (HighTechMedium)	See Text
Armor Proficiency (HighTechPowered)	Proficient with Powered Armor
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Exotic Weapon Proficiency	The character makes attack rolls with the weapon normally.
HighTechMartial Weapon Proficiency	You are proficient in High-tech martial weapons
HighTechSimple Weapon Proficiency	You are proficient in High-tech simple weapons
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES

Armor Spikes, Assault Blaster, Assault Carbine, Assault Laser, Assault Rifle, Automatic Crossbow, Axe, Axe (Throwing), Battleaxe, Bayonet, Blaster Cannon, Blaster Carbine, Blaster Pistol, Blaster Rifle, Blaster pistol, Blowgun, Club, Compound Longbow, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Light), Flamethrower, Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Grenade (Adhesive), Grenade (Concussion), Grenade (Flash-Bang), Grenade (Frag), Grenade (Incendiary), Grenade (Nausea), Grenade (Smoke), Grenade (Stun), Grenade Launcher, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Heavy AutoPistol, Heavy Autopistol, Heavy Machinegun, Holdout Laser, Holdout Pistol, Hunting Carbine, Hunting Rifle, Javelin, Katana (Martial), Kusari-gama, Lance, Laser Cannon, Laser Carbine, Laser Pistol, Laser Rifle, Light AutoPistol, Light Autopistol, Light Machinegun, Longbow, Longbow (Composite), Longspear, Longsword, MARTIAL, Mace, Mace (Heavy), Mind Blade, Missile Launcher, Morningstar, Pick, Plasma Rifle, Quarterstaff, Ranseur, Rapier, Rocket Launcher, Rocket Launcher (Multishot), SIMPLE, Sap, Scimitar, Screamer Pistol, Screamer Rifle, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Shotgun, Sickle, Sling, Sniper Rifle, Stun baton, Stun gauntlets, Submachine Gun, Sword (Bastard/Martial), Sword (Short), Taser Pistol, Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Literacy

TEMPLATES

Notes:

Character Sheet Notes: