

Dagotte Zyel

NAME

Fas7 Mry1 Guns6

Mar1

CLASS

15

Character Level

120000

EXPERIENCE

120000

NEXT LEVEL

Manuel

PLAYERNAME

Riathenor

RACE

80

AGE

Medium

SIZE

Male

GENDER

DEITY

6' 11"

HEIGHT

Black

EYES

266 lbs.

WEIGHT

Black,

HAIR

ALIGNMENT

Blindsight (20'),
Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	15	+2	15	+2	15	+2
DEX Dexterity	24	+7	24	+7	24	+7
CON Constitution	20	+5	20	+5	20	+5
INT Intelligence	18	+4	18	+4	18	+4
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	12	+1	12	+1	12	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
187 hit points			5/-

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE
47	47	26	10	0	0	0	7	0	21	18	

SPEED	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
Climb 0', Fly 0', Walk 0'	0	+0	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+11	+11	+7	+4

BASE ATTACK	TOTAL
bonus	+11/+6/+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+8	+5	+0	+0	+0		
REFLEX (dexterity)	+14	+7	+7	+0	+0	+0		
WILLPOWER (wisdom)	+9	+7	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	
RANGED attack bonus	+18/+13/+8	+11/+6/+1	+7	+0	+0	+0	
GRAPPLE attack bonus	+11/+6/+1	+11/+6/+1	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8/+3	1d3+2	20/x2

Riathenor Triple Blade Claw	CURRENT HAND	TYPE	SIZE	CRITICAL
(Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Small)	Carried	PS	S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+4/-1/-6	2d6+2			
Special Properties	Mastercraft (+1)			

Cutlass	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	S	L	18-20/x2
TOTAL ATTACK BONUS	DAMAGE			
N/A	d8+3			
Special Properties				

Riathenor Double Blade	CURRENT HAND	TYPE	SIZE	CRITICAL
(Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3))	Carried	PS	S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+4/-1/-6	6d6+2			
Special Properties	Mastercraft (+1)			

Riathenor Heat Blaster	CURRENT HAND	TYPE	SIZE	CRITICAL	
(Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)	Carried		S	18-20/x2	
To Hit	24'	30'	48'	72'	96'
	+20/+15/+10	+18/+13/+8	+17/+12/+7	+15/+10/+5	+13/+8/+3
Dam	4d6+1	4d6+1	4d6	4d6	4d6
Special Properties	Mastercraft (+1)				

Riathenor Laser Gun	CURRENT HAND	TYPE	SIZE	CRITICAL	
(Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)	Carried		M	18-20/x2	
To Hit	24'	30'	48'	72'	96'
	+20/+15/+10	+18/+13/+8	+17/+12/+7	+15/+10/+5	+13/+8/+3
Dam	4d6+1	4d6+1	3d6	3d6	3d6
Special Properties	Mastercraft (+1)				

+: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	18/9 MISC MODIFIER
✓ Appraise	INT	4	= 4	+	+
✓ Balance	DEX	7	= 7	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Bribery	CHA	1	= 1	+	+
✓ Broker	INT	4	= 4	+	+
✓ Climb	STR	21	= 2	+ 18.0	1
✓ Computer Use	INT	4	= 4	+	+
✓ Concentration	CON	5	= 5	+	+
✓ Craft (Structural)	INT	4	= 4	+	+
✓ Craft (Untrained)	INT/DE	0	= 0	+	+
✓ Craft (Visual Art)	INT	4	= 4	+	+
✓ Craft (Writing)	INT	4	= 4	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Drive	DEX	10	= 7	+ 3.0	+
✓ Driving	DEX	7	= 7	+	+
✓ Entertain (Untrained)	CHA	1	= 1	+	+
✓ Escape Artist	DEX	10	= 7	+ 3.0	+
✓ Forgery	INT	4	= 4	+	+
✓ Gamble	WIS	2	= 2	+	+
✓ Gambling	INT	4	= 4	+	+
✓ Gather Information	CHA	2	= 1	+ 1.0	+
✓ Hide	DEX	24	= 7	+ 15.0	2
✓ Intimidate	CHA	2	= 1	+ 1.0	+
✓ Jump	STR	21	= 2	+ 17.0	2
✓ Knowledge (Alien Culture)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Ancients)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Arcane Lore)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Earth and Life Sciences)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Galactic History)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Galactic Politics)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Homeworld)	EDU	0	= 0	+ 0.5	+
✓ Knowledge (Imperial History)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Interstellar Law)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Jump Space)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Physical Sciences)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Planet)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Tactics)	INT	5	= 4	+ 1.0	+
✓ Knowledge (Technology)	INT	4	= 4	+ 0.5	+
✓ Knowledge (Theology and Philosophy)	INT	4	= 4	+ 0.5	+
✓ Leader	CHA/IN	4	= 0	+	+ 4
✓ Liaison	CHA	1	= 1	+	+
✓ Listen	WIS	2	= 2	+	+
✓ Move Silently	DEX	27	= 7	+ 18.0	2
✓ Navigate	INT	4	= 4	+	+
✓ Paradox	DEX	7	= 7	+	+
✓ Perform (Act)	CHA	1	= 1	+	+
✓ Perform (Dance)	CHA	1	= 1	+	+
✓ Perform (Keyboards)	CHA	1	= 1	+	+
✓ Perform (Percussion Instruments)	CHA	1	= 1	+	+
✓ Perform (Sing)	CHA	1	= 1	+	+
✓ Perform (Stand-Up)	CHA	1	= 1	+	+
✓ Perform (Stringed Instruments)	CHA	1	= 1	+	+
✓ Perform (Wind Instruments)	CHA	1	= 1	+	+

✓: can be used untrained. X: exclusive skills

*Riathenor Lightning Throwing (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)		CURRENT HAND	TYPE	SIZE	CRITICAL	
		Off-hand	EI	M	18-20/x2	
		24'	30'	48'	72'	96'
To Hit	+16/+11/+6	+14/+9/+4	+13/+8/+3	+11/+6/+1	+9/+4/-1	
Dam	8d12+1	8d12+1	8d12	8d12	8d12	
Special Properties	Mastercraft (+1)					

Riathenor Plasma Ejector (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)		CURRENT HAND	TYPE	SIZE	CRITICAL	
		Carried		S	18-20/x2	
		24'	30'	48'	72'	96'
To Hit	+20/+15/+10	+18/+13/+8	+17/+12/+7	+15/+10/+5	+13/+8/+3	
Dam	4d10+1	4d10+1	4d10	4d10	4d10	
Special Properties	Mastercraft (+1)					

*Riathenor Plasma Launcher (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)		CURRENT HAND	TYPE	SIZE	CRITICAL	
		Primary		M	18-20/x2	
		24'	30'	48'	72'	96'
To Hit	+16/+11/+6	+14/+9/+4	+13/+8/+3	+11/+6/+1	+9/+4/-1	
Dam	8d12+1	8d12+1	8d12	8d12	8d12	
Special Properties	Mastercraft (+1)					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		18/9 MISC MODIFIER
				RANKS		
Pilot	DEX	12	= 7	+ 5.0	+	
✓ Profession	WIS	3	= 2	+ 1.0	+	
✓ Recruiting	EDU	0	= 0	+	+	
✓ Research	INT	4	= 4	+	+	
✓ Ride	DEX	7	= 7	+	+	
✓ Search	INT	4	= 4	+	+	
✓ Sense Motive	WIS	2	= 2	+	+	
Sleight of Hand	DEX	13	= 7	+ 6.0	+	
✓ Spot	WIS	6	= 2	+ 4.0	+	
✓ Survival	WIS	15	= 2	+ 13.0	+	
✓ Swim	STR	2	= 2	+	+	
Technical (Communications)	EDU	1	= 0	+ 1.0	+	
✓ Trader	WIS	2	= 2	+	+	
✓ Treat Injury	WIS	2	= 2	+	+	
Tumble	DEX	27	= 7	+ 18.0	+ 2	
✓ Use Rope	DEX	7	= 7	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Riathenor Triple Blade Claw (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Small)	Carried	1	0.5	173.0	
Mastercraft (+1)					
Climbing Gear	Carried	1	10.0	11.0	
Cutlass	Carried	1	1.25	100.0	
Disguise Kit	Carried	1	5.0	12.0	
Long Range Communicator	Carried	1	15.0	500.0	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Riathenor Double Blade (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3))	Carried	1	0.5	173.0	
Mastercraft (+1)					
Riathenor Heat Blaster (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)	Carried	1	0.01	15023.0	
0 lbs. Mastercraft (+1)					
Riathenor Laser Gun (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)	Carried	1	0.02	150023.0	
0 lbs. Mastercraft (+1)					
Riathenor Lightning Throwing (Masterwork/+3 (Enhancement to Weapon or Ammunition))	Equipped	1	0.02	15023.0	
0 lbs. Mastercraft (+1)					
TOTAL WEIGHT CARRIED/VALUE			32.35	211084.0	
			lbs.	gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
(+3)/Medium)					
0 lbs. Mastercraft (+1)					
Riathenor Plasma Ejector (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)	Carried	1	0.01	15023.0	
0 lbs. Mastercraft (+1)					
Riathenor Plasma Launcher (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3)/Medium)	Equipped	1	0.02	15023.0	
0 lbs. Mastercraft (+1)					
TOTAL WEIGHT CARRIED/VALUE			32.35	211084.0	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

SPECIAL ABILITIES	
Blindsight (Ex)	
Close Combat Shot	
Defensive Position	
Defensive Roll	
Does not Breath	
Evasion	
Fast Healing 5 (Ex)	
Immune: Disease, Poison, Drugs, Gases, and Toxins	
Immune: Fire and Heat	
Lightning Shot	
Monstrous Humanoids eats, sleeps, and breathes	
Mutation Points -6	
Opportunist	
Speak All Language (SP)	
Symbiotic Organism	
Uncanny Dodge I	
Uncanny Dodge II	
Wealth Bonus of 1	

FEATS

Acrobatic	The character gets a +2 bonus on all Jump checks and Tumble checks
Advanced Firearms Proficiency	The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an auto-fire setting)
Advanced Two-Weapon Fighting	The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other
Armor Proficiency (Battle Dress)	See Text
Blind-Fight	In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits. The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half
Burst Fire	When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage
Combat Expertise	When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense
Combat Reflexes	The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent. With this feat, the character may also make attacks of opportunity when flat-footed
Improved Disarm	See text
Improved Initiative	See text
Improved Two-Weapon Fighting	See text
Occupation (Military)	
Personal Firearms Proficiency	See text
Point Blank Shot	See text
Precise Shot	See text
Rapid Shot	See Text
Stealthy	See text
Track	See text
Two-Weapon Fighting	See text
Uncanny Dodge	
Weapon Proficiency (High Energy Weapons)	See Text
Armor Proficiency (Light)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
Armor Proficiency (Medium)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
Armor Proficiency (Vac Suit)	See Text
Blind-Fight	In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits. The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half
Simple Weapons Proficiency	See text
Subcutaneous Body Armor (Medium) (20x)	
Ultra Immune System	You are less susceptible to the ravages of poison, disease, and radiation poisoning
Vessel-Grav (Grav Vehicles)	Uses Pilot for more info see text
Weapon Focus (Cutlass)	See text
Weapon Proficiency (Combat Rifleman) (1x)	See Text
Weapon Proficiency (Marksman) (1x)	See Text
Weapon Proficiency (Swordsman) (1x)	See Text

PROFICIENCIES

<p>ACR, AKM/AK-47, Accelerator Rifle, Archaic, Armblade, Assault Rifle, Auto Pistol, Auto Rifle, Barrett Light Fifty, Beretta 92F, Beretta 93R, Beretta M3P, Blade, Body Pistol, Brass Knuckles, Broadsword, Browning BPS, Carbine, Claw, Cleaver, Club, Cold Double Eagle, Colt M1911, Colt Python, Compound Bow, Crossbow, Cutlass, Dagger, Derringer, Desert Eagle, Disposable Launcher, FGMP-14, FGMP-15, Fixed Bayonet, Flamethrower, Foil, Gauss Rifle, Glock 17, Glock 20, HK G3, HK MP5, HK MP5K, HK PSG1, Hatchet, Javelin, Knife, LAG, LMG, Laser Optics, Longsword, M-60, M1014, M16/203, M16A2, M24 Sniper, M4 Carbine, M4/203, M40A1 Sniper, MAC Ingram M10, MARKSMAN, Machete, Metal Baton, Mossberg, PGMP-12, PGMP-13, PGMP-14, Pathfinder, Pepper Spray, Pistol Whip, RAM Launcher, RIFLEMAN, Rapier, Remington 700, Revolver, Rifle, Rifle Butt, Ruger Service-Six, S and W M29, SITES M9, SMG, SWORDSMAN, Sap, Sawed-Off Shotgun, Shotgun, Shuriken, Skorpion, Snub Pistol, Spear, Steyr AUG, Straight Razor, Stun Gun, Sword, Sword cane, TEC-9, Taser, Tonfa, Unarmed Strike, Uzi, Walther PPK, Whip, Winchester 94</p>

LANGUAGES

<p>Afrikaans, Akkadian (aka Babylonian), Algonkin, Ancient Greek, Ancient Hebrew, Apache, Arabic, Aramaic, Arapaho, Armenian, Aslan, Azerbaijani, Belorussian, Blackfoot, Bulgarian, Burmese, Cantonese, Cheyenne, Chipewyan, Coptic, Czech, Danish, Dutch, English, Estonian, Farsi, Finnish, Flemish, French, Gaelic (Irish), Gaelic (Scots), Galanglic, German, Greek, Herbrew, Hindi, Hungarian (aka Magyar), Icelandic, Irlitok, Italian, Japanese, Korean, Lapp, Latin, Latvian, Literacy, Lithuanian, Mandarin, Middle Egyptian, Navaho, Norwegian, Old High Vilani, Pashto, Polish, Portuguese, Punjabi, Romanian, Russian, Sanskrit, Serbo-Croatian, Shawnee, Sherpa, Slovak, Sops, Spanish, Standard Luriani, Swedish, Tibetan, Turkish, Ukrainian, Urdu, Uzbek, Vilani, Virush, Welsh, Yiddish, Zdetl</p>
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TEMPLATES

Extraterrestrial
Extraterrestrial Blindsight
Extraterrestrial Damage Reduction
Extraterrestrial Fast Healing
Mutation (Basic)
Mutation (Drawback (Blood Hunger))
Mutation (Drawback (Cybernetic Dependency))
Mutation (Drawback (Neutrad Dependency))
Mutation (Minor (Darkvision))
Mutation (Minor (Force Barrier))
Race Very Hi Tech(E-14)
Very High Tech(13-15)
WTL_Very_High_WTC_Roll_of_12

Notes:

Character Sheet Notes: