

# Quixley

NAME  
 Scv15  
 CLASS  
 15/17  
 ECL / Character Level

# Manuel

PLAYERNAME  
 3rd Generation  
 Mutant (Radical)  
 RACE  
 0  
 AGE

DEITY  
 6' 1"  
 HEIGHT  
 225 lbs.  
 WEIGHT  
 ,  
 HAIR  
 ALIGNMENT  
 Normal  
 VISION  
 -1  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	15	+2	15	+2	15	+2
<b>CON</b> Constitution	20	+5	20	+5	20	+5
<b>INT</b> Intelligence	13	+1	13	+1	13	+1
<b>WIS</b> Wisdom	13	+1	13	+1	13	+1
<b>CHA</b> Charisma	13	+1	13	+1	13	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
152				Walk 30'

<b>AC</b> armor class	26	24	13	10	9	0	2	0	4	1		20	-1	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

<b>INITIATIVE</b> modifier	+2	+2	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	

<b>BASE ATTACK</b> bonus	+11/+6/+1
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+14	+9	+5	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+11	+9	+2	+0	+0	+0		
<b>WILLPOWER</b> (wisdom)	+8	+5	+1	+0	+2	+0		

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

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

<b>Air Pistol</b> (+5 (Enhancement to Weapon or Ammunition)/Masterwork)	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	S	20/x2	
	30'	40'	80'	120'	160'
To Hit	+18/+13/+8	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5
Special Properties					

<b>Zip Gun</b> (Adamantine)	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	S	20/x3	
	20'	30'	40'	60'	80'
To Hit	+14/+9/+4	+12/+7/+2	+12/+7/+2	+10/+5/+0	+8/+3/-2
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties	Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness				

<b>Police Baton</b> (+2 (Enhancement to Weapon or Ammunition)/Masterwork)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x1
TOTAL ATTACK BONUS	DAMAGE			
+15/+10/+5	1d4+4			
Special Properties				

<b>Rifle</b> (Automatic/Masterwork/+1 (Enhancement to Weapon or Ammunition))	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	M	20/x3	
	30'	250'	500'	750'	1000'
To Hit	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Dam	1d12+1	1d12+1	1d12+1	1d12+1	1d12+1
Special Properties					

<b>Sunblade</b> (Short/+2 (Enhancement to Weapon or Ammunition)/Masterwork)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	S	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+15/+10/+5	1d10+4			
Special Properties				

\*: 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.

<b>ARMOR</b>	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Masterwork/+5 (Enhancement to Armor))	Light	+9	+4	-1	20

SKILL NAME	SKILLS			MAX RANKS	18/9
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		
✓ Appraise	INT	3	= 1 + 2.0	+	
✓ Balance	DEX	1	= 2 +		-1
✓ Bluff	CHA	18	= 1 + 17.0	+	
✓ Climb	STR	1	= 2 +		-1
✓ Concentration	CON	10	= 5 + 5.0	+	
✓ x Craft (Untrained)	INT	1	= 1 +		
✓ Diplomacy	CHA	3	= 1 +		2
✓ Disguise	CHA	-1	= 1 +		-2
✓ Escape Artist	DEX	5	= 2 +		3
✓ Forgery	INT	1	= 1 +		
✓ Gather Information	CHA	16	= 1 + 15.0	+	
✓ Heal	WIS	1	= 1 +		
✓ Hide	DEX	6	= 2 + 5.0		-1
✓ Intimidate	CHA	3	= 1 +		2
✓ Jump	STR	1	= 2 +		-1
✓ Listen	WIS	1	= 1 +		
✓ Move Silently	DEX	6	= 2 + 5.0		-1
✓ Perform	CHA	1	= 1 +		
✓ Ride	DEX	2	= 2 +		
✓ Search	INT	10	= 1 + 5.0		4
✓ Sense Motive	WIS	1	= 1 +		
✓ Spot	WIS	19	= 1 + 18.0	+	
✓ Swim	STR	-8	= 2 +		-10
✓ Use Rope	DEX	2	= 2 +		
✓ Wilderness Lore	WIS	19	= 1 + 18.0	+	
			= +		+
			= +		+

✓ : can be used untrained. x : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Air Pistol (+5 (Enhancement to Weapon or Ammunition)/Masterwork)</b>	Carried	1	3.0	50500.0
Zip Gun (Adamantine)	Carried	1	5.0	9075.0
<small>Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness</small>				
<b>Chain Shirt (Masterwork/+5 (Enhancement to Armor))</b>	Equipped	1	25.0	25250.0
Outfit (Explorer's)	Equipped	1	8.0	0.0
<b>Police Baton (+2 (Enhancement to Weapon or Ammunition)/Masterwork)</b>	Carried	1	2.0	8310.0
<b>Rifle (Automatic/Masterwork/+1 (Enhancement to Weapon or Ammunition))</b>	Carried	1	12.0	3800.0
<b>Sunblade (Short/+2 (Enhancement to Weapon or Ammunition)/Masterwork)</b>	Carried	1	3.0	58635.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>50 lbs.</b>	<b>155570.0 gp</b>

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ABILITIES
Canny Defense (1)
Defensive Neural Shell
Electrical Attack
Feign Death (150 rounds)
Heal Rate x2
Invisibility
Medical Incompatibility (-6)
Nature Sense
Offensive Neural Shell
Poisonous reaction to Alcohol
Radiation Sense
Regrow Lost Appendages
Sneak Attack 4d6
Threats are automatically critical hits

FEATS	
Improved Hit Dice	The character is particularly tough for members of his class.
Iron Will	The character gets a +2 bonus to all Will saving throws.
Juju Man	You never have to roll for Incompatibility with medicines, regardless of your race.
Marauder	Your reputation strikes fear in those you meet.
Silver Tongue	You have a knack for trading goods.
Vulture	You are an expert at finding things that others often overlook.
Ambidexterity	The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.
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.
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES
Air Pistol, Air Rifle, Armor Spikes, Axe, Axe (Throwing), Baseball Bat, Baseball Bat (Metal), Baseball Bat (Nail-Studs), Battleaxe, Bayonet, Blowgun, Broken Bottle, Cannon, Carbine, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Dart Gun, Falchion, Flail, Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halbspear, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kusari-gama, Lance, Lead Pipe, Longbow, Longbow (Composite), Longspear, Longsword, Mace, Mace (Heavy), Machinegun, Martial, Mind Blade, Morningstar, Pick, Pipe Rifle, Pistol (Automatic), Pistol (Black Powder), Pistol (Revolver), Police Baton, Quarterstaff, Ransour, Rapier, Razor Blade, Rifle (Automatic), Rifle (Black Powder), SIMPLE, Sap, Sawed-off Shotgun, Scimitar, Scythe, Shieldbash, Shock-Field Glove, Shortbow, Shortbow (Composite), Shortspear, Shotgun, Shotgun, Automatic, Sickle, Simple, Sling, Spiked Chain, Sport Rifle, Sub Machinegun, Sword (Bastard), Sword (Bastard/Martial), Sword (Short), Trident, Trusty-Two-By-Four, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer, Zip Gun

LANGUAGES
Unislang

TEMPLATES
Radical
Spontaneous Electric Charge Gen.
Abnormal Joint Flexibility
Critical Vulnerability
Light Distortion Field
Regenerative Capability
Protective Dermal Development
Neural Shield (DC15)
Neural Life-Force Destruction Field (DC23)
Independent Cerebral Control
Bizarre Pigmentation
Anaphylaxis (Alcohol)

## Notes:

Character Sheet Notes: