



CHARACTER NAME: Tim Toon
Mike & Ben Show, LA Weekly
 ALLEGIANCES: M 30 M 6'1"
 SIZE AGE GENDER HEIGHT

PLAYER: Tim
 LEVEL: 6 Technician
 LEVEL: 200lbs blue/grey brown fair/old
 WEIGHT EYES HAIR SKIN

5 Programmer
 LEVEL 1st CLASS
 1 Animator
 LEVEL 2nd CLASS
 LEVEL 3rd CLASS
 LEVEL 4th CLASS
 LEVEL 5th CLASS
 LEVEL 6th CLASS

CHARACTER RECORD SHEET

| ABILITIES | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | 11 | | | |
| DEX DEXTERITY | 12 | +1 | | |
| CON CONSTITUTION | 10 | | | |
| INT INTELLIGENCE | 13 | +1 | | |
| WIS WISDOM | 8 | -1 | | |
| CHA CHARISMA | 12 | +1 | | |

| VP VITALITY POINTS | TOTAL | CURRENT VP | WP WOUND POINTS | TOTAL | CURRENT WP | DAMAGE REDUCTION |
|--------------------|-------|------------|-----------------|-------|------------|------------------|
| DEFENSE | 13 | 10+ | | 24 | | |
| | | | | | | |

| INITIATIVE MODIFIER | TOTAL | DEX MODIFIER | MISC MODIFIER |
|---------------------|-------|--------------|---------------|
| | 1 | 1 | |
| BASE ATTACK BONUS | | +2 | |
| SPEED | | 30ft. | |

| SKILLS | MAX RANKS |
|--------|-----------|
| | 1 |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|--|-------------|----------------|------------------|-------|---------------|
| <input type="checkbox"/> Balance | Dex | 3 | = 1 + | 2 | |
| <input type="checkbox"/> Bluff | Cha | 3 | = 1 + 2 + | | |
| <input type="checkbox"/> Climb | Str | | = + + | | |
| <input type="checkbox"/> Computer Use | Int | 7 | = 1 + 6 + | | |
| <input type="checkbox"/> Concentration | Con | 4 | = 0 + 2 + 2 | | |
| <input checked="" type="checkbox"/> Craft (software) | Int | 8 | = 1 + 5 + 2 | | |
| <input checked="" type="checkbox"/> Craft (animation) | Int | 5 | = 1 + 2 + 2 | | |
| <input checked="" type="checkbox"/> Craft (video arts) | Int | 6 | = 1 + 5 + | | |
| <input type="checkbox"/> Decipher Script | Int | | = + + | | |
| <input type="checkbox"/> Demolitions | Int | | = + + | | |
| <input type="checkbox"/> Diplomacy | Cha | 4 | = 1 + 3 + | | |
| <input type="checkbox"/> Disable Device | Int | 2 | = 1 + 1 + | | |
| <input type="checkbox"/> Disguise | Cha | | = + + | | |
| <input type="checkbox"/> Drive | Dex | 5 | = 1 + 4 + | | |
| <input type="checkbox"/> Escape Artist | Dex* | | = + + | | |
| <input checked="" type="checkbox"/> Forgery | Int | | = + + | | |
| <input type="checkbox"/> Gamble | Wis | 0 | = -1 + 1 + | | |
| <input type="checkbox"/> Gather Information | Cha | 3 | = 1 + 2 + | | |
| <input type="checkbox"/> Handle Animal | Cha | | = + + | | |
| <input type="checkbox"/> Hide | Dex* | | = + + | | |
| <input type="checkbox"/> Intimidate | Cha | | = + + | | |
| <input checked="" type="checkbox"/> Investigate | Int | 3 | = 1 + 2 + | | |
| <input type="checkbox"/> Jump | Str* | 2 | = + 2 + | | |
| <input checked="" type="checkbox"/> Knowledge (physics) | Int | 3 | = 1 + 2 + | | |
| <input checked="" type="checkbox"/> Knowledge (astronomy) | Int | 4 | = 1 + 3 + | | |
| <input checked="" type="checkbox"/> Knowledge (psychology) | Int | 9 | = 1 + 6 + 2 | | |
| <input type="checkbox"/> Listen | Wis | 1 | = + 1 + | | |
| <input type="checkbox"/> Move Silently | Dex* | | = + + | | |
| <input checked="" type="checkbox"/> Navigate | Int | 2 | = 1 + 1 + | | |
| <input type="checkbox"/> Perform (music) | Cha | 3 | = 1 + 2 + | | |
| <input type="checkbox"/> Perform (stand-up) | Cha | 4 | = 1 + 3 + | | |
| <input type="checkbox"/> Perform () | Cha | | = + + | | |
| <input type="checkbox"/> Pilot | Dex | | = + + | | |
| <input checked="" type="checkbox"/> Profession | Wis | 4 | = -1 + 5 + | | |
| <input checked="" type="checkbox"/> Read/Write Lang. () | Int | | = + + | | |
| <input type="checkbox"/> Read/Write Lang. () | Int | | = + + | | |
| <input type="checkbox"/> Read/Write Lang. () | Int | | = + + | | |
| <input checked="" type="checkbox"/> Repair | Int | 3 | = 1 + 2 + | | |
| <input checked="" type="checkbox"/> Research | Int | 5 | = 1 + 4 + | | |
| <input type="checkbox"/> Ride | Dex | | = + + | | |
| <input checked="" type="checkbox"/> Search | Int | | = + + | | |
| <input type="checkbox"/> Sense Motive | Wis | | = + + | | |
| <input type="checkbox"/> Sleight of Hand | Dex | | = + + | | |
| <input checked="" type="checkbox"/> Speak Language () | Int | | = + + | | |
| <input type="checkbox"/> Speak Language () | Int | | = + + | | |
| <input type="checkbox"/> Speak Language () | Int | | = + + | | |
| <input type="checkbox"/> Spot | Wis | | = + + | | |
| <input type="checkbox"/> Survival | Wis | | = + + | | |
| <input type="checkbox"/> Swim | Str* | 1 | = 0 + 1 + | | |
| <input type="checkbox"/> Treat Injury | Wis | | = + + | | |
| <input type="checkbox"/> Tumble | Dex* | | = + + | | |
| <input checked="" type="checkbox"/> Know (pop culture) | | 4 | = 1 + 3 + | | |
| <input checked="" type="checkbox"/> Know (philosophy) | | 6 | = 1 + 3 + 2 | | |
| <input checked="" type="checkbox"/> Know (technology) | | 3 | = 1 + 2 + | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MISC MODIFIER |
|--------------------------|-------|-----------|------------------|---------------|
| FORTITUDE (CONSTITUTION) | 2 | 2 | 0 | |
| REFLEX (DEXTERITY) | 3 | 2 | 1 | |
| WILL (WISDOM) | 4 | 3 | -1 | 2 |

| | |
|---------------|----|
| REPUTATION | +4 |
| ACTION POINTS | 8 |
| WEALTH BONUS | +3 |

| ATTACKS | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER |
|---------------------|-------|-------------------|--------------|---------------|---------------|
| MELEE ATTACK BONUS | 0 | 0 | | | |
| RANGED ATTACK BONUS | 1 | 1 | 1 | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|--------------------|--------|----------|
| Maglight | | 1d4 | 20 |
| RANGE | WEIGHT | TYPE | SIZE |
| 424 | 3 | blunt | small |
| SPECIAL PROPERTIES: doubles as flashlight | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|--------------------|--------|----------|
| WWII knife | | 1d4 | 20 |
| RANGE | WEIGHT | TYPE | SIZE |
| 424 | 1 | slash | tiny |
| SPECIAL PROPERTIES: historical artifact | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| | | | |
| RANGE | WEIGHT | TYPE | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |

| ARMOR/PROTECTIVE ITEM | TYPE | DAMAGE REDUCTION | PROFICIENT? |
|-----------------------|--------|------------------|--|
| | | | Yes <input type="checkbox"/> No <input type="checkbox"/> |
| ARMOR PENALTY | WEIGHT | SPEED PENALTY | SIZE |
| | | | |
| SPECIAL PROPERTIES | | | |

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Feats: Iron Will, Creative, Educated, Focused, Simple weapons

40
 50
 90
 52
 12
 27

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