

Don Johnson

Human Male Charismatic Hero 1

Representing Pasi

Strength	13 (+1)	Size:	Medium
Dexterity	17 (+3)	Height:	5' 10"
Constitution	16 (+3)	Weight:	160 lb
Intelligence	16 (+3)	Eyes:	Black
Wisdom	12 (+1)	Hair:	White
Charisma	17 (+3)	Skin:	Light

Talents:

Coordinate

Total Hit Points: 9

Speed: 30 feet

Armor Class: 15 = 10 +2 [light undercover shirt] + 0 [class] +3 [dexterity]

Touch AC: 13

Flat-footed: 12

Initiative modifier: +3 = +3 [dexterity]

Fortitude save: +4 = 1 [base] +3 [constitution]

Reflex save: +4 = 1 [base] +3 [dexterity]

Will save: +1 = 0 [base] +1 [wisdom]

Attack (handheld): +1 = 0 [base] +1 [strength]

Attack (missile): +3 = 0 [base] +3 [dexterity]

Grapple check: +1 = 0 [base] +1 [strength]

Reputation: +2 = 2 [base]

Action points: 5 (lifetime)

Light load: 50 lb. or less

Medium load: 51-100 lb.

Heavy load: 101-150 lb.

Lift over head: 150 lb.

Lift off ground: 300 lb.

Push or drag: 750 lb.

Knife [1d4, crit 19-20, range inc 10 ft., 1 lb, one-handed, piercing]

Glock 20 autoloader [2d6, crit 20, range incr 40 ft., 3 lb, ballistic, semi-automatic]

Light Undercover Shirt [light; +2 AC; max dex +7; check penalty 0; 2 lb.]

Military (starting occupation)

Hide
movesilently

Feats:

Alertness
Armor Proficiency (light)
Simple Weapon Proficiency [free]
Personal Firearms Proficiency

Mutations:

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Balance	Dex*	3 =	+3		
Bluff	Cha	7 =	+3	+4	
Climb	Str*	1 =	+1		
Computer Use	Int	3 =	+3		
Concentration	Con	3 =	+3		
Craft (Structural)	Int	3 =	+3		
Craft (Visual Art)	Int	3 =	+3		
Craft (Writing)	Int	3 =	+3		
Diplomacy	Cha	7 =	+3	+4	
Disguise	Cha	7 =	+3	+4	
Drive	Dex*	3 =	+3		
Escape Artist	Dex*	3 =	+3		
Forgery	Int	3 =	+3		
Gamble	Wis	1 =	+1		
Gather Information	Cha	7 =	+3	+4	
Hide	Dex*	7 =	+3	+4	
Intimidate	Cha	7 =	+3	+4	
Jump	Str*	1 =	+1		
Knowledge (behavioral sciences)	Int	5 =	+3	+2	
Knowledge (streetwise)	Int	7 =	+3	+4	
Listen	Wis	3 =	+1		+2 [alertness]
Move Silently	Dex*	7 =	+3	+4	
Navigate	Int	3 =	+3		
Perform (Act)	Cha	3 =	+3		
Perform (Dance)	Cha	3 =	+3		
Perform (Keyboards)	Cha	3 =	+3		
Perform (Percussion)	Cha	5 =	+3	+2	

Perform (Sing)	Cha	3 =	+3	
Perform (Standup)	Cha	3 =	+3	
Perform (String Inst.)	Cha	3 =	+3	
Perform (Wind Inst.)	Cha	3 =	+3	
Research	Int	3 =	+3	
Ride	Dex	3 =	+3	
Search	Int	3 =	+3	
Sense Motive	Wis	1 =	+1	
Spot	Wis	3 =	+1	+2 [alertness]
Survival	Wis	1 =	+1	
Swim	Str**	1 =	+1	
Treat Injury	Wis	1 =	+1	

* = check penalty for wearing armor

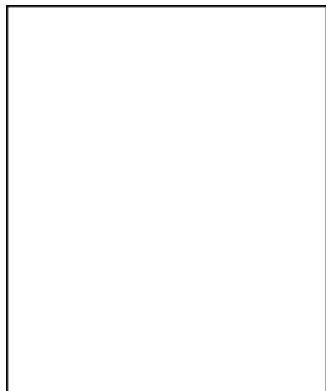
This character also has 4 ranks in Speak Languages.

Human

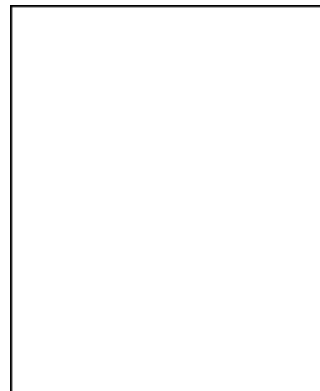
- Extra feat at first level (already included)
- Four extra skill points at first level (already included)
- One extra skill point at each additional level (already included)

Class *HP rolled*

Level 1: Charismatic Hero 6



Draw Your Portrait



Draw Your Insignia

Don Johnson's Equipment:

Don Johnson's Languages:

Don Johnson's Allegiance(s):

If you are using the wealth system from the core rulebook, roll 2d4 and add +1 (Military).

More about Don Johnson: