

John Tartaros

Human Male Dedicated Hero 2

Representing Tommi

Strength	11 (+0)	Size:	Medium
Dexterity	17 (+3)	Height:	5' 11"
Constitution	12 (+1)	Weight:	155 lb
Intelligence	18 (+4)	Eyes:	Blue
Wisdom	17 (+3)	Hair:	Blond
Charisma	11 (+0)	Skin:	Light

Talents:

Healing Knack

Total Hit Points: 10

Speed: 30 feet

Armor Class: 16 = 10 + 2 [class] +3 [dexterity]+1 leather jacket

Touch AC: 14

Flat-footed: 11

Initiative modifier: +3 = +3 [dexterity]

Fortitude save: +3 = 2 [base] +1 [constitution]

Reflex save: +3 = 0 [base] +3 [dexterity]

Will save: +5 = 2 [base] +3 [wisdom]

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

Attack (missile): +4 = 1 [base] +3 [dexterity]

Grapple check: +0 = 0 [base]

Reputation: +1 = 1 [base]

Action points: 5 (lifetime)

Light load: 38 lb. or less

Medium load: 39-76 lb.

Heavy load: 77-115 lb.

Lift over head: 115 lb.

Lift off ground: 230 lb.

Push or drag: 575 lb.

S&W M29 magnum revolver [2d8, crit 20, range incr 30 ft., 3 lb, ballistic, semi-automatic]

Doctor (starting occupation)

Craft (pharmaceutical)

Computer Use

Feats:

Simple Weapon Proficiency [free]

Surgery

Far Shot

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	0 =	+0		
Climb	Str*	0 =	+0		
Computer Use	Int	9 =	+4	+5	
Concentration	Con	1 =	+1		
Craft (Electronic)	Int	5 =	+4	+1	
Craft (Mechanical)	Int	5 =	+4	+1	
Craft (Pharmaceutical)	Int	10 =	+4	+5	+1 [Doctor]
Craft (Structural)	Int	4 =	+4		
Craft (Visual Art)	Int	4 =	+4		
Craft (Writing)	Int	4 =	+4		
Diplomacy	Cha	0 =	+0		
Disguise	Cha	0 =	+0		
Drive	Dex*	3 =	+3		
Escape Artist	Dex*	3 =	+3		
Forgery	Int	4 =	+4		
Gamble	Wis	3 =	+3		
Gather Information	Cha	0 =	+0		
Hide	Dex*	3 =	+3		
Intimidate	Cha	0 =	+0		
Investigate	Int	8 =	+4	+4	
Jump	Str*	0 =	+0		
Knowledge (earth & life sciences)	Int	9 =	+4	+5	
Knowledge (physical sciences)	Int	9 =	+4	+5	

Knowledge (technology)	Int	9 =	+4	+5	
Listen	Wis	3 =	+3		
Move Silently	Dex*	3 =	+3		
Navigate	Int	4 =	+4		
Perform (Act)	Cha	0 =	+0		
Perform (Dance)	Cha	0 =	+0		
Perform (Keyboards)	Cha	0 =	+0		
Perform (Percussion)	Cha	0 =	+0		
Perform (Sing)	Cha	0 =	+0		
Perform (Standup)	Cha	0 =	+0		
Perform (String Inst.)	Cha	0 =	+0		
Perform (Wind Inst.)	Cha	0 =	+0		
Repair	Int	5 =	+4	+1	
Research	Int	4 =	+4		
Ride	Dex	3 =	+3		
Search	Int	4 =	+4		
Sense Motive	Wis	3 =	+3		
Spot	Wis	8 =	+3	+5	
Survival	Wis	3 =	+3		
Swim	Str**	0 =	+0		
Treat Injury	Wis	10 =	+3	+5	+2 [healing knack]

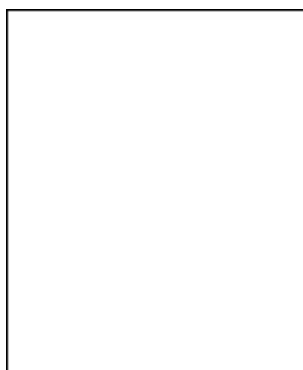
* = check penalty for wearing armor

Human

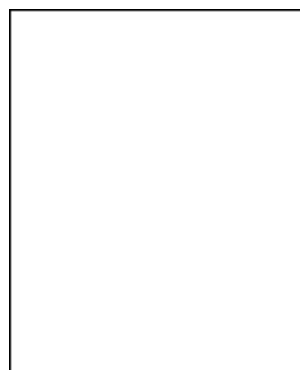
- Extra feat at first level (already included)
- Four extra skill points at first level (already included)
- One extra skill point at each additional level (already included)

Class *HP rolled*

Level 2: Dedicated Hero 8



Draw Your Portrait



Draw Your Insignia

John Tartaros's Equipment:

John Tartaros's Languages:

John Tartaros's Allegiance(s):

If you are using the wealth system from the core rulebook, roll 2d4 and add +4 (Doctor).

More about John Tartaros: