

Core	/u/myfriendsareallweebs
Name: Tyron Williams	Level: 10
EsperHandle: nameRedacted #003333	Race and Gender: Male Teal Blood
Ability scores: Str: 14 (+2) Int: 10 (+0) Dex: 22 (+6) Wis: 9 (-1) Con: 14 (+2) Chr: 15 (+2)	Psionic Resistance: Str: 16 Int: 25 Dex: 20 Wis: 24 Con: 16 Chr: 27
Max HP: 64 AC: 16+3	PP: Ø

Combat Quick Reference	
HP: 64/64 AC: 19	PP: Ø
To hit: +6	Damage 4d4 + Dex
Grapple Mod: +2	Insight Mod: +0

Skills	Feats and Abilities																		
Reminder: 1 skill point/level <table> <tr> <th>Name</th><th>Modifier + points</th></tr> <tr> <td>Athletics (Str)</td><td>2</td></tr> <tr> <td>Acrobatics (Dex)</td><td>6</td></tr> <tr> <td>Sleight of Hand (Dex)</td><td>6</td></tr> <tr> <td>Stealth (Dex)</td><td>16</td></tr> <tr> <td>Arcana (Int)</td><td>0</td></tr> <tr> <td>Engineering (Int)</td><td>0</td></tr> <tr> <td>History (Int)</td><td>0</td></tr> <tr> <td>Investigation (Int)</td><td>0</td></tr> </table>	Name	Modifier + points	Athletics (Str)	2	Acrobatics (Dex)	6	Sleight of Hand (Dex)	6	Stealth (Dex)	16	Arcana (Int)	0	Engineering (Int)	0	History (Int)	0	Investigation (Int)	0	<u>Vigilant:</u> Advantage on investigation and perception <u>Into the Shadows:</u> You can stealth using a minor action instead of a major. <u>Improved Initiative:</u> You gain a +4 bonus to initiative. If your initiative total is less than 10, treat it as 10. <u>Savant:</u> Stealth
Name	Modifier + points																		
Athletics (Str)	2																		
Acrobatics (Dex)	6																		
Sleight of Hand (Dex)	6																		
Stealth (Dex)	16																		
Arcana (Int)	0																		
Engineering (Int)	0																		
History (Int)	0																		
Investigation (Int)	0																		

Nature (Int)	0
Religion (Int)	0
Animal Handling (Wis)	-1
Insight (Wis)	0
Medicine (Wis)	0
Perception (Wis)	0
Survival (Wis)	-1
Deception (Chr)	2
Intimidation (Chr)	2
Persuasion (Chr)	2
Perform (Chr)	2

Sylladex	Strife Specibus
Type: Disguise Modus, 21 cards (19 empty)	Type(s): DaggerKind PistolKind
Description: Upon captchaloging an object into your sylladex it takes on the guise of another random object.	Description: Holds various kinds of pistols and daggers now.
Content: • <u>Hood of the Vanguard</u>: Light Armor: +3 AC, +6 to mental resistances and +1 HP every 3 turns. • <u>Bottled Healing Slime</u>: 3 charges, major action to consume. Restores 2d5+Medicine+Con mod HP. • <u>Grenade</u>: thrown range 10/30 deals 3d10 damage in a 5 foot blast. -----	Content: • <u>The Dirty Harry - 4d4, range 10/40</u>: This revolver holds 6 shots, which you can shoot in rapid succession in a single turn, taking all of your available moves for that turn. You can fire anywhere between 1 and 6 shots, the first shot acting like a normal major action attack, the second removes your Dex mod from your hit chance, and each subsequent shot has a -1 to accuracy. Afterwards, for every 2 shots you take you must spend a turn

	cooling down where you can only take a non damaging minor action and a move action every turn. • <u>Fang of Twilight - 4d4, range melee:</u> When attacking from stealth this weapon gains critical strike for all rolls above 17.
--	---