

Slim Pickens

/u/[gauchoGagster](#)

Classpect: _____ of _____	Current XP: 0 XP / 20 XP (next level)
Land: The Land of _____ and _____	Echeladder Rung: 1 God Tier: N/A
Dream Location: Kingdom of _____	
EsperHandle: gauchoGagster [GG]	Race and Gender: Human Male
Ability scores: Str: 12 (+1) Int: 14 (+2) Dex: 17 (+3) Wis: 8 (-1) Con: 10 (+0) Cha: 15 (+2)	Resistances: Fortitude: 11 Reflex (proficient): 16 Will: 11

Combat Quick Reference

HP: 14/14 AC: 10+3(dex)+0(armor) = 13	Psionic Slots: Minor - 0/0 Major - 0/0
Proficiency Bonus: +1	Initiative: +0
Hit Dice: 1d6 left / 1d6 max	Dream Self HP: 14/14
Ammunition Remaining: 0/0	Lingering Effects: ([de]buffs, status effects)

Strife Specibi

Specibus Name	Attack Name	Damage	Attack Description
HatchetKind	Slice	Td4+DEX	Major action: Make an attack against an enemy in melee range. Combo.
	Lunge	Td6+DEX	Major action: Make an attack against an enemy in melee range. Before each use of

			Lunge, you must move 20 feet towards your opponent.
WhipKind	Strike	Td8+STR	Major Action: Make an attack against an enemy.

<i>(Major or Minor) Psionics</i>		
Power Name	Subpower	Power Description

<i>Skills</i>			
Name	Mod + Prof. = Total	Name	Mod + Prof. = Total
Athletics (Str)	+1+0=+1	Insight (Wis)	-1+0=+-1
Concentration (Con)	+0+0=+0	Medicine (Wis)	-1+0=+-1
Acrobatics (Dex)	+3+1=+4	Perception (Wis)	-1+0=+-1

(Proficient)			
Sleight of Hand (Dex)	+3+0=+3	Sanity (Wis)	-1+0=-1
Stealth (Dex) (Proficient)	+3+1=+4	Survival (Wis)	-1+0=-1
Engineering (Int)	+2+0=+2	Deception (Cha) (Proficient)	+2+1=+3
Investigation (Int)	+2+0=+2	Intimidation (Cha)	+2+0=+2
Occult (Int)	+2+0=+2	Persuasion (Cha)	+2+0=+2
Animal Handling (Wis) (Proficient) (Advanced Talent)	-1+1=+0	Perform (Cha) (Proficient) Skill Mastery	+2+2=+4

<i>Pillar & Paths</i>	
Pillar: Specialist	<ul style="list-style-type: none"> • Skill Sage: You are proficient with two additional skills at level 1. • Reliable Talent: When you make a skill check with a skill you are proficient in, you never roll below 8 on the d20. If you do roll less, treat it as if you rolled a 8 instead. • Skill Mastery: You become Savant in a skill (perform), doubling the bonus from your Proficiency bonus. You may not be Savant in a skill twice. • Advanced Talent: Choose one skill (Animal Handling). You have advantage on that skill.
Path Feature 1	Path Feature Effects
Path Feature 2	Path Feature Effects
Path Feature 3	Path Feature Effects
Path Feature 4	Path Feature Effects
Path Feature 5	Path Feature Effects
Path Feature 6	Path Feature Effects
Path Feature 7	Path Feature Effects

Path Feature 8	Path Feature Effects
Path Feature 9	Path Feature Effects
Path Feature 10	Path Feature Effects

<i>Equipment</i>					
Location	Item	Description/Effect	Location	Item	Description/Effect
Head	10 Gallon Hat	A hat you're still about 3 Gallons of man too small to fit, but someday.	Necklace		
Torso			Rings		
Legs			Wrists		
Feet	Wicked Spurs	Some nasty spinning barbs to remind the horse who's riding who.	Face	Bandito's Bandana	A handy disguise. No Sheriff, me and these bags of money have no idea where those heistmen could of got to.

<i>Sylladex</i>
Type: Bull Barrel
Description: Objects on your personhood will leap deftly into your sylladex at the sign of danger barreling toward you with the finesse of a rodeo clown on par with yourself. They will then remain in there, only as long as they believe danger to be present. This leads to a necessity for constant violent thoughts towards one's cellphone to stop it from ejecting itself.
Inventory: <ul style="list-style-type: none"> Trusty Bullwhip. Clown Makeup. Carnival Tickets. Assortment of Crimson Nasal Sphere Adherents. Bowey Hatchet.

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Grist Cache					
Build	Tier I	Tier II	Tier III	Tier IV	Tier V
0	0	0	0	0	0
Tier VI	Tier VII	Tier VIII	Tier IX	Tier X	Special
0	0	0	0	0	0

Gates & House Building	
Total Build Grist Spent: 0/50 (next tier)	House Tier: 1
Room Name	Room Description

Character
<p>Personality</p> <ul style="list-style-type: none"> <div><p>Your name is SLIM. You love BIG CITIES. Paris, London, New York, hell OKLAHOMA CITY qualifies as far as you’re concerned. And you are VERY CONCERNED because you’re going to go to one someday. Really anyone will do. You go absolutely SLACKJAWED at MULTI LEVEL DWELLINGS, barring the time that the Flankmen got DRUNK and bet the Barrelmen they couldn’t stack your trailer on top of the JUDGES. Your jaw wasn’t so much slack then, as it was shouting PROFANITIES. But hijinks aside you do love your family of fellow RODEO CLOWNS, RIDERS and ROPERS. ALL of which are skills you have picked up in spades. Ok TWO of which you have picked up. Ok</p></div>

you're a pretty good CLOWN but you're getting better at riding and roping every day. A fact you rarely fail to bring up to your BIG CITY friends, who have no idea how good they have it. Just SPITTING distance away from SKYSCRAPERS and the like. But you'll meet them someday, and those SKYSCRAPERS.

Quirk: Your _eyboard has ta_en a hit or two over the years, and so you don't got all the _an_y letts your _riends might, but you manage. But damn you miss that _aps lo__ _ey WHEN IT"S TIME TO GET WOR_ED UP!

Looks: <http://imgur.com/pGbBrzS>

Artwork

- Artwork of your character is entirely optional, but if you want to help people see the character you've created!
- **Sprite:** [Example Character Sprite](#)
- **Symbol:** [Example Character Logo](#)

Backstory

- Born and raised on the road, and yet to leave. Slim was raised by a rodeo Judge, who never took to letting him call him anything other than JUDGE or SIR. Luckily the rest of the rodeo was a little more pliable and so he grew up happily surrounded by more "uncles", "aunts" and "cousins" than an octopus could shake sticks at.

Relations to other characters

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