

Name: Darren Turner	Race: Gnome	Sex: Male	Lvl: 5
Occupation: Technomage	Shadowkind Status: Non-Native	Ht: 5' 2"	Wt: 120 lbs



Physical and Mental Fitness



Max HP:

45

Bloodied:

22

Current HP:

Surge Value

11

Surges/Day

8

Current Surges:

Resistances/Vulnerabilities: N/A

Basic Abilities Assessment

		Score	Check
STR	Strength	10	+2
CON	Constitution	14	+4
DEX	Dexterity	10	+2
INT	Intelligence	21	+7
WIS	Wisdom	12	+3
CHA	Charisma	10	+2

Score

Initiative	2
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Speed	5
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Passive Insight	18
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Passive Perception	13
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Special Senses: Low-light Vision

Languages: English, French

General Skills Assessment

Skill	Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence	Yes	16
Athletics	Strength		2
Bluff	Charisma		4
Computer Use	Intelligence	Yes	12
Diplomacy	Charisma		2
Driving	Dexterity		2
Endurance	Constitution		4
Heal	Wisdom		3
History/Research	Intelligence	Yes	12
Insight	Wisdom	Yes	8
Intimidate	Charisma		2
Nature	Wisdom		3
Perception	Wisdom		3
Religion	Intelligence		7
Stealth	Dexterity		6
Streetwise	Charisma		2
Thievery	Dexterity		2
Urban Awareness	Wisdom		3

Field Assessment

Racial Features

- **Fade Away (Encounter, Minor Action)**
 - Darren's non-technological special power.
 - **Trigger:** You take damage.
 - **Effect:** You are invisible until you attack or until the end of your next turn.
- **Reactive Stealth**
 - With cover or concealment at initiative check, make Stealth check to become hidden
- **Trickster's Cunning**
 - +5 racial bonus to saving throws against illusions

Basic Attacks

- **Standard-Issue Pistol (At-Will, Standard Action)**
 - **Ranged Attack**
 - **Target:** One Creature
 - **Attack:** +3 vs. AC
 - **Hit:** 1d6+1 damage
- **Fists (At-Will, Standard Action)**
 - **Melee Attack**
 - **Target:** One Creature
 - **Attack:** +3 vs. AC
 - **Hit:** 1d4+1 damage

Magical Apps

- **Arc Lightning (At-Will, Standard Action)**
 - **Ranged 20**
 - **Target:** One or two creatures
 - **Attack:** +8 vs. Reflex
 - **Damage:** 1d6+6 damage
- **Burning Hands (Encounter, Standard Action)**
 - **Close Blast 5**
 - **Target:** Each creature in blast
 - **Attack:** +8 vs. Reflex
 - **Damage:** 2d6+6 damage
- **Many Other Apps:** For creating light, making ghost sounds, remotely manipulating far objects, changing an item's color, changing the temperature, concealing small objects, producing small objects from thin air, etc.