Name: Frank Burton	**Race:** Human	**Age:** 35	**Sex:** Male	
Height: 6' 0"	**Weight:** 205 lbs.	**Hair Color:** Brown	**Eye Color:** Brown	**Handedness:** Right
Skill Level: 3	Total Skill Points Earned: 40	Unspent Discipline Points: 0	Unspent Proficiency Points: 0	

Attributes

	base	adjusted
Agility	10	
Endurance	14	
Intellect	8	
Presence	10	
Strength	15	

	base	adjusted
Health Points	23	
Dodge	10	
Physical Resistance Modifier		+4
Mental Resistance Modifier		+1
Feat of Strength Modifier		+4
Initiative Roll Modifier		+0

	base	adjusted
Armor Impedance	-2	0
Movement Rate	140'	
Swimming Rate	50'	
Encumbrance Class		I

Disciplines

	grade
Language Zhellan	
Weapon Mastery, Class: A	I
Multiple Attacks	I
Vital Strike	I
Resilience	
Improved Mental Resist.	I
Improved Physical Resist.	II
Increased Endurance (14)	
Increased Strength (15)	
Last Stand	
Extra Health Point (1)	

Proficiencies

	grade	modifier
Climbing	I	
Contacts: Ulmsdeep	I	
Gambling	I	
Intimidate	I	
Rope Use	II	
Running	II	
Seamanship	III	
Stealth	II	
Swimming	III	+1

Worn Armor

	damage absorbance	impedance score
Studded Leather	1d2	-2
Total Absorbance/Impedance	1d2	-2

Weapons

	class	damage	to-hit modifier	damage modifier	attacks per round
Hammer	A	1d4 + 1	+1	+2	3/2
Heavy crossbow	K	2d4	-	-	1
Long sword	E	1d8	-	+1	1

Equipment, Spells, and Notes:

Studded leather, boots, hammer, long sword, heavy crossbow, quiver (14 bolts), pouch (1gc, 7 sc, 3 cc)

Frank is a pretty easy-going guy. A pirate and smuggler, he's captained a few ships, worked on a few ships, and spent the remaining time of his life in bars and jail. "in and out like he was paying by the hour", to use one of his colorful expressions. Generally laid-back and wisecracking, Frank is sometimes prone to outbursts of extreme violence, although he hesitates to actually kill anyone. He uses just about anything he can find as a weapon (most things ending up as clubs), but carries a long sword at his side because: "What's a hero without a sword? All kick-ass heroes carry long swords." He rarely draws it though, preferring good old-fashion brawls and fistfights.

Frank is about to leave for Ulmsdeep with some unfortunate cargo that will get him thrown in the Ulmsdeep jail, his memory of the preceding events mostly gone.