

AGENT DETAILS

NAME

LANGUAGES

CLASS ELIMINATOR

ABILITIES / NOTES

COMBAT TRAINING:
All weapons and all armor.

SKILL TRAINING:
Bonus to Demolitions, Strategy & Tactics. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.

COMBAT MACHINE:
Extra attacks per round. Against foes 1HD or fewer, number of extra attacks equals level, against more dangerous foes number of extra attacks is 1 at 1st level, two at 4th level or three at 7th or higher level.

XP

LEVEL

XP BONUS

STR

INT

WIS

DEX

CON

CHA

SUPPLEMENTAL TRAINING

EQUIPMENT

\$

Operative Kit

HIT POINTS

HP

SAVING THROWS

ST

+2 versus stun or poison

ARMOR

AC

WEAPON TO-HIT DAMAGE ROF RANGE AMMO NOTES

WEAPON	TO-HIT	DAMAGE	ROF	RANGE	AMMO	NOTES
Semi-automatic Pistol					Spare Ammo	

BHB