

CHARACTER NAME **AAGH KOTH** PLAYER **KRIS**

STAR WARS

ROLEPLAYING GAME

CLASS **JEDI*** SPECIES **ZABRAK** CHARACTER LEVEL **7** CLASS LEVEL **GUARDIAN 6 WEAPON MASTER 1**

AGE **19** GENDER **MALE** HEIGHT **1.9m** WEIGHT **120kg** EYES **GREEN** HAIR **BLACK** SKIN **KHAKI**

CHARACTER RECORD SHEET

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH	15	+2		
DEXTERITY	18	+4		
CONSTITUTION	15	+2		
INTELLIGENCE	13	+1		
WISDOM	14	+2		
CHARISMA	14	+2		

VITALITY **67** **d10**

WOUNDS **15**

DEFENSE $\frac{25}{24}{20}$ = 10 + **6** + **4** + **0** + **+4 LD +1 DG**

SPEED **10m** **BASE ATTACK BONUS** **+7/2** **REPUTATION BONUS** **+2**

INITIATIVE MODIFIER **+4** = **4** + **0**

FORCE POINTS **8** **DARK SIDE POINTS**

SAVING THROWS

FORTITUDE (CONSTITUTION) **+10** = **6** + **+2** + **2**

REFLEX (DEXTERITY) **+10** = **6** + **+4** + **0**

WILL (WISDOM) **+8** = **4** + **+2** + **2**

MELEE ATTACK BONUS **+9/4** = **7/2** + **2** + **0** + **0**

RANGED ATTACK BONUS **+11/6** = **7/2** + **4** + **0** + **0**

SKILLS

CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
	Appraise	INT				
	Astrogate	INT	+1	1		+2
	Balance	DEX				
	Bluff	CHA				
	Climb	STR*	+2			+2
	Computer Use	INT	+1			+1
	Craft	INT				
	Demolitions	INT				
	Diplomacy	CHA				
	Disable Device	INT				
	Disguise	CHA	+2			
	Entertain	CHA	+2			
	Escape Artist	DEX*	4			+4
	Forgery	INT				
	Gamble	WIS				
	Gather Information	CHA				
	Handle Animal	CHA				
	Hide	DEX*	4			+4
	Intimidate	CHA	+2			
	Jump	STR*	+2	9		+11
	Knowledge [JEDI LORE]	INT	+1	1		+2
	Knowledge [P. 2]	INT				
	Listen	WIS	+2	1		+3
	Move Silently	DEX*	+4			+4
	Pilot	DEX	+4	1	-4	+1
	Profession [P. 2]	WIS				
	Read/Write Language [P. 2]	None				
	Read/Write Language [P. 2]	None				
	Repair	INT				
	Ride	DEX				
	Search	INT	+1			+1
	Sense Motive	WIS	+2			+2
	Sleight of Hand	DEX*				
	Speak Language [P. 2]	None				
	Speak Language [P. 2]	None				
	Spat	WIS	+2	4		+6
	Survival	WIS	+2			+2
	Swim	STR				
	Treat Injury	WIS	2			
	Tumble	DEX*	+4	9		+13

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
LIGHTSABER +1	+12 / 7	3d8+2	19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
4m	1 kg	ENERGY	MED	EXOTIC, ORANGE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
LIGHTSABER	+11 / +6	3d8+2	19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
4m	1 kg	ENERGY	MED	EXOTIC, YELLOW

ARMOR/PROTECTIVE ITEM	TYPE	MAX DEX	DAMAGE REDUCTION

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

Skills marked with a double-headed arrow can be used untrained (0 skill ranks). *Armor check penalty, if any, applies.
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CAMPAIGN

Don Brunk @ GK

EXPERIENCE POINTS

24,750

GEAR

ITEM	WT.	ITEM	WT.
BLASTER PISTOL	1		
AQUATA BREATHER	0.2		
COMLINK	0.1		
GLOW ROD	1.0		
MAP TO ILLUM (CRYSTAL)	-		
LIGHTSABER (SITH, RED)			
MISSION HONORARY PLANT			
RADAR SPINE X2			
Thermal Detonator	3		
ELECTRO-NET			
INCOM T-65B X-WING	-		
w/ ASTROMECH DROID	R3D8		
+ X-WING SIZE CAMO NET			
FRAG GRENADE	1		
			TOTAL WEIGHT CARRIED

CREDITS

420

LANGUAGES

- BASIC
- ZABRAK
- SHYRIIWOOK

CHECK CIRCLE IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

FORCE FEATS

- F** Alter
 - Compassion
 - Focus
 - Force Flight
 - Force Whirlwind
 - Mind Trick
- F** Control
 - Attuned
 - Burst of Speed
 - Force Speed
 - Knight Speed
 - Master Speed
 - Dissipate Energy
 - Lightsaber Defense
 - Knight Defense
 - Master Defense
 - Mettle
 - Rage
 - Force Mastery
 - High Force Mastery
- Force Mastery
 - High Force Mastery
- F** Sense
 - Aware
 - Force Mind
 - Improved Force Mind
 - Knight Mind
 - Master Mind
 - Link
 - Malevolent

DEFLECT (DEF) +2

DEFLECT (ATK) -4

DEFLECT (EXTEND DEF & ATK) +1

NOTES

BATTLE MIND	ENHANCE ABILITY	2-WEAPON
+4, MOVE	+11, ATTACK	FULL ATTACK
5-14: +2	15-19: +2	+8/+3/-2
15-24: +3	20-24: +4	M MOVE + ATTACK
24-34: +4	25-29: +6	+8/+3
35+: +5	30+: +8	
VITALITY = 2+bonus	VITALITY = 3	

FEATS

- Acrobatic
- Alertness
- Ambidexterity
- Animal Affinity
- Armor Proficiency (light)
 - Armor Proficiency (medium)
 - Armor Proficiency (heavy)
 - Armor Proficiency (powered)
- Athletic
- Blind-Fight
- Cautious
- Combat Expertise
 - Improved Disarm
 - Improved Trip
 - Whirlwind Attack
- Combat Reflexes
 - Dodge
 - Mobility
 - Spring Attack
 - Endurance
 - Exotic Weapon Proficiency LIGHT SABER
 - Fame
 - Force-Sensitive
 - Frightful Presence
 - Gearhead
 - Great Fortitude
 - Headstrong
 - Heroic Surge
 - Improved Critical
 - Improved Initiative
 - Infamy
 - Influence
 - Iron Will
 - Lightning Reflexes
 - Low Profile
 - Martial Arts
 - Defensive Martial Arts
 - Improved Martial Arts
 - Advanced Martial Arts
 - Mimic
 - Nimble
 - Persuasive
 - Point Blank Shot
 - Far Shot
- Precise Shot
- Rapid Shot
- Multishot
- Shot on the Run
- Power Attack
 - Cleave
 - Great Cleave
 - Improved Bantha Rush
 - Sunder
 - Quick Draw
 - Quickness []
 - Rugged
 - Run
 - Skill Emphasis _____
 - Skill Emphasis _____
 - Skill Emphasis _____
 - Sharp-Eyed
 - Spacer
 - Stamina
 - Starship Dodge _____
 - Starship Dodge _____
 - Starship Operation _____
 - Starship Operation _____
 - Steady
 - Stealthy
 - Surgery
 - Toughness []
 - Track
 - Trick
 - Trustworthy
 - Two-Weapon Fighting
 - Improved Two-Weapon Fighting
 - Weapon Finesse LIGHT SABER
 - Weapon Finesse _____
 - Weapon Finesse _____
 - Weapon Focus
 - Weapon Focus _____
 - Weapon Focus _____
 - Weapon Group BLAST PISTOL
 - Weapon Group SIMPLE WEAPONS
 - Weapon Group _____
 - Weapon Group _____
 - Weapon Group _____
 - Zero-G Training

FORCE SKILLS

MAX RANKS

10 / 5

CROSS CLASS	SKILL NAME	FEAT	ABILITY	MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
2	Affect Mind	Alter	CHA		+	+	=
	Battlemind	MControl	CON	+2	+	9	+ = +11
1	Drain Energy	Alter	CON		+	+	=
	Empathy	Force	WIS		+	+	=
	Enhance Ability	AForce	CON	+2	+	9	+ = +11
	Enhance Senses	Sense	WIS		+	+	=
	Farseeing	Sense	WIS		+	+	=
	Fear	Sense	WIS		+	+	=
	Force Defense	Control	CHA		+	+	=
	Force Grip	Alter	INT		+	+	=
	Force Lightning	Alter	INT		+	+	=
	Force Stealth	Control	CHA	+2	+	+	=
Force Strike	Alter	INT		+	+	=	
Friendship	Force	CHA	+2	+	+	= +2	
Heal Another	Alter	WIS	+2	+	+	= +2	
Heal Self	FControl	CHA	+2	+	4	+ = +2	
Illusion	Alter	CHA		+	+	=	
Move Object	Alter	INT	+1	+	5	+ = +6	
See Force	Sense	WIS	+2	+	+	=	
Telepathy	Sense	WIS	+2	+	+	=	

Skills marked can be used untrained (0 skill ranks). *Armor check penalty, if any, applies.

Use of this skill earns a dark side point