

CHARACTER NAME Neeka Dree PLAYER Kristina Sontag



CLASS Scout SPECIES Kodian CHARACTER LEVEL 5 CLASS LEVEL 5

AGE      GENDER      HEIGHT 2m WEIGHT      EYES teal HAIR no SKIN Green

**CHARACTER RECORD SHEET**

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> <sub>ENGTH</sub>	12	+1		
<b>DEX</b> <sub>TERITY</sub>	18	+4		
<b>CON</b> <sub>STITUTION</sub>	12	+1		
<b>INT</b> <sub>ELLIGENCE</sub>	14	+2		
<b>WIS</b> <sub>DOM</sub>	17	+0		
<b>CHA</b> <sub>RISMA</sub>	10	+0		

	TOTAL	CURRENT	VITALITY DIE	TOTAL	CURRENT
<b>VITALITY</b>	45	38		<b>WOUNDS</b>	12
<b>DEFENSE</b>	18	= 10 + +4 + +4 + 0 +			
	TOTAL	CLASS BONUS	DEX MOD	SIZE MOD	MISC BONUS
<b>SPEED</b>	10	<b>BASE ATTACK BONUS</b>	+3	<b>REPUTATION BONUS</b>	+1
<b>INITIATIVE</b>	4	= +4 +			
	TOTAL	DEX MOD	MISC BONUS	<b>FORCE POINTS</b>	1
				<b>DARK SIDE POINTS</b>	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	+4	+3	+1	
<b>REFLEX</b> (DEXTERITY)	+7	+3	+4	
<b>WILL</b> (WISDOM)	+3	+3	0	

  

	TOTAL	BASE	STR MOD	SIZE MOD	MISC MOD
<b>MELEE</b> ATTACK BONUS	+4	+3	+1	0	
	TOTAL	BASE	DEX MOD	SIZE MOD	MISC MOD
<b>RANGED</b> ATTACK BONUS	+7	+3	+4	0	

**SKILLS** MAX RANKS 8/14

CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
	<input type="checkbox"/> Appraise	INT	+		+	=
	<input checked="" type="checkbox"/> Astragate	INT	2	4	+	= 6
	<input type="checkbox"/> Balance	DEX	+		+	=
	<input type="checkbox"/> Bluff	CHA	+		+	=
	<input checked="" type="checkbox"/> Climb	STR*	1		+	=
	<input checked="" type="checkbox"/> Computer Use	INT	2	8	+	= 10
	<input checked="" type="checkbox"/> Craft	INT	2		+	=
	<input checked="" type="checkbox"/> Demolitions	INT	2	8	+2	= 12
	<input type="checkbox"/> Diplomacy	CHA	+		+	=
	<input type="checkbox"/> Disable Device	INT	+	2	+2	= 4
	<input checked="" type="checkbox"/> Disguise	CHA	0		+	=
	<input type="checkbox"/> Entertain	CHA	+		+	=
	<input type="checkbox"/> Escape Artist	DEX*	+		+	=
	<input type="checkbox"/> Forgery	INT	+		+	=
	<input type="checkbox"/> Gamble	WIS	+		+	=
	<input type="checkbox"/> Gather Information	CHA	+		+	=
	<input type="checkbox"/> Handle Animal	CHA	+		+	=
	<input checked="" type="checkbox"/> Hide	DEX*	4	8	+	= 12
	<input type="checkbox"/> Intimidate	CHA	+		+	=
	<input checked="" type="checkbox"/> Jump	STR*	1		+	=
	<input checked="" type="checkbox"/> Knowledge [ ]	INT	2		+	=
	<input checked="" type="checkbox"/> Knowledge [ ]	INT	2		+	=
	<input checked="" type="checkbox"/> Listen	WIS	0	4	+2	= 6
	<input checked="" type="checkbox"/> Move Silently	DEX*	4	8	+	= 12
	<input checked="" type="checkbox"/> Pilot	DEX	4	8	+	= 12
	<input checked="" type="checkbox"/> Profession [ ]	WIS	0		+	=
	<input type="checkbox"/> Read/Write Language [ ]	None				=
	<input checked="" type="checkbox"/> Read/Write Language [ ]	None				=
	<input checked="" type="checkbox"/> Repair	INT	2		+	=
	<input checked="" type="checkbox"/> Ride	DEX	4		+	=
	<input checked="" type="checkbox"/> Search	INT	2	4	+2	= 8
	<input type="checkbox"/> Sense Motive	WIS	+		+	=
	<input type="checkbox"/> Sleight of Hand	DEX*	+		+	=
	<input type="checkbox"/> Speak Language [ ]	None				=
	<input checked="" type="checkbox"/> Speak Language [ ]	None				=
	<input checked="" type="checkbox"/> Spot	WIS	0	4	+2	= 6
	<input checked="" type="checkbox"/> Survival	WIS	0	4	+	= 4
	<input checked="" type="checkbox"/> Swim	STR	1	0	0	= 1
	<input type="checkbox"/> Treat Injury	WIS	+		+	=
	<input type="checkbox"/> Tumble	DEX*	+		+	=
	<input type="checkbox"/>					=
	<input type="checkbox"/>					=
	<input type="checkbox"/>					=
	<input type="checkbox"/>					=

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
<u>Blast Rifle</u>	+7	3d8	19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<u>30m</u>	<u>4.5k</u>	<u>Energy</u>	<u>Med</u>	<u>shw DC18 multife</u>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
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

EXPERIENCE POINTS

### GEAR

ITEM	WT.	ITEM	WT.
Blaster Rifle	4.5kg		
Aggro Grenade	0.2		
Silence Rod	1.0		
Carrying Case	0.1		
Tool kit	1.0		
TOTAL WEIGHT CARRIED			

### CREDITS

2190

### LANGUAGES

- Rodese
- Basic
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CHECK CIRCLE IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

### FORCE FEATS

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> Alter           | <input type="checkbox"/> Control            | <input type="checkbox"/> Force Mastery       |
| <input type="checkbox"/> Compassion      | <input type="checkbox"/> Attuned            | <input type="checkbox"/> High Force Mastery  |
| <input type="checkbox"/> Focus           | <input type="checkbox"/> Burst of Speed     |  |
| <input type="checkbox"/> Force Flight    | <input type="checkbox"/> Force Speed        | <input type="checkbox"/> Sense               |
| <input type="checkbox"/> Force Whirlwind | <input type="checkbox"/> Knight Speed       | <input type="checkbox"/> Aware               |
| <input type="checkbox"/> Mind Trick      | <input type="checkbox"/> Master Speed       | <input type="checkbox"/> Force Mind          |
|  | <input type="checkbox"/> Dissipate Energy   | <input type="checkbox"/> Improved Force Mind |
|  | <input type="checkbox"/> Lightsaber Defense | <input type="checkbox"/> Knight Mind         |
|  | <input type="checkbox"/> Knight Defense     | <input type="checkbox"/> Master Mind         |
|  | <input type="checkbox"/> Master Defense     | <input type="checkbox"/> Link                |
|  | <input type="checkbox"/> Mettle             | <input type="checkbox"/> Malevolent          |
|  | <input type="checkbox"/> Rage               |  |
|  | <input type="checkbox"/> Force Mastery      |  |
|  | <input type="checkbox"/> High Force Mastery |  |

### NOTES

Trailblazing

### 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
- 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 *wasting: Disable Device (can take 10 as roll)*
- 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
- Weapon Finesse
- Weapon Finesse
- Weapon Focus
- Weapon Focus
- Weapon Focus
- Weapon Focus
- Weapon Group *blaster pistols*
- Weapon Group *blaster rifles*
- Weapon Group *simple weap.*
- Weapon Group
- Weapon Group
- Zero-G Training

- extreme effort

- Trailblazing (survival check)

- Heart +1

- Uncanny dodge (Skill get dex bonus)

MAX RANKS

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### FORCE SKILLS

CROSS CLASS	SKILL NAME	FEAT	ABILITY	MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
	Affect Mind	Alter	CHA		+		=
	Battlemind	Control	CON		+		=
	Drain Energy	Alter	CON		+		=
	Empathy	Force	WIS		+		=
	Enhance Ability	Force	CON		+		=
	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		+		=
	Force Strike	Alter	INT		+		=
	Friendship	Force	CHA		+		=
	Heal Another	Alter	WIS		+		=
	Heal Self	Control	CHA		+		=
	Illusion	Alter	CHA		+		=
	Move Object	Alter	INT		+		=
	See Force	Sense	WIS		+		=
	Telepathy	Sense	WIS		+		=

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

$\rightarrow$  Use of this skill earns a dark side point