

CHARACTER RECORD SHEET



NAME **ALDREN DAYOS, JEDI KNIGHT** PLAYER _____

SPECIES **HUMAN** CLASS-LEVEL **JEDI 7/JEDI KNIGHT 2**

AGE _____ GENDER **MALE** HEIGHT _____ WEIGHT _____ DESTINY _____ ECL **9**

EXPERIENCE POINTS _____

NEXT LEVEL _____

	SCORE	MODIFIER
STR ^{ENGTH}	16	+3
DEX ^{TERITY}	10	0
CON ^{STITUTION}	14	+2
INT ^{ELIGENCE}	10	0
WIS ^{DOM}	13	+1
CHA ^{RISMA}	14	+2

CONDITION TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.

NORMAL -1 -2 -5 -10

HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS DR _____ SR _____

TOTAL **92** CURRENT _____

INITIATIVE **+9** BASE ATTACK **+9** PERCEPTION **+10** DAMAGE THRESHOLD **23**

FORCE POINTS **3** SPEED **6** DESTINY POINTS _____ FORT DEFENSE **23**

MISC BONUS _____

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	23	10 + 9	2	CON	
REF	21	10 + 9	2	DEX	
WILL	22	10 + 9	2	WIS	

SPECIAL COMBAT ACTIONS

- ACCELERATED STRIKE
- DOUBLE ATTACK (LIGHTSABERS)
- RAPID STRIKE
- TUMBLE DEFENSE
- WITHDRAWAL STRIKE

WEAPON **LIGHTSABER** ATK **+14**

DAMAGE **2D8 + 10** CRIT **X2** TYPE **ENRG/SLASH.**

NOTES _____

WEAPON **LIGHTSABER** ATK **+11/+11**

DAMAGE **2D8+10 / 2D8 + 10** CRIT **X2** TYPE **ENRG/SLASH.**

NOTES **USING DOUBLE ATTACK**

WEAPON **LIGHTSABER** ATK **+12**

DAMAGE **3D8 + 10** CRIT **X2** TYPE **ENRG/SLASH.**

NOTES **USING RAPID STRIKE**

WEAPON **FRAG GRENADE** ATK **+9**

DAMAGE **4D6 + 4** CRIT **X2** TYPE **SLASHING**

NOTES _____

ARMOR _____ SPEED _____

REF DEF _____ FORT DEF _____ MAX DEX _____ WEIGHT _____

NOTES _____

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	+4	+4	CON			
CLIMB	+7	+4	DEX			
DECEPTION	+6	+4	CHA			
ENDURANCE	+6	+4	CON			
GATHER INFORMATION	+6	+4	CHA			
INITIATIVE	+9	+4	CON	+5		
JUMP	+7	+4	DEX			
KNOWLEDGE ANY	+4	+4	INT			
KNOWLEDGE		+4	INT			
KNOWLEDGE		+4	INT			
KNOWLEDGE		+4	INT			
MECHANICS	+4	+4	INT			
PERCEPTION	+5	+4	PER			
PERSUASION	+6	+4	CHA			
PILOT	+9	+4	CON	+5		
RIDE	+4	+4	CON			
STEALTH	+4	+4	CON			
SURVIVAL	+5	+4	PER			
SWIM	+7	+4	DEX			
TREAT INJURY	+5	+4	PER			
USE COMPUTER	+4	+4	INT			
USE THE FORCE	+11	+4	CHA	+5		

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

LIGHTSABER (SELF-BUILT)
 UTILITY BELT
 ION GRENADE
 FRAG GRENADE
 COMLINK

CARRYING CAPACITY

83KG

LANGUAGES

BASIC

CREDITS

350

TALENTS

BLOCK 41
 DEFLECT 41
 MULTIATTACK 218
 - (LIGHTSABERS)
 REDIRECT SHOT 41
 RIPOSTE

PBATS

PG

PG

ACCELERATED STRIKE
 DOUBLE ATTACK (LIGHTSABERS) 84
 FORCE SENSITIVITY
 FORCE TRAINING 85
 QUICK DRAW 87
 RAPID STRIKE 88
 TUMBLE DEFENSE
 WEAPON FOCUS (LIGHTSABER) 89
 WEAPON PROF. (LIGHTSABER)
 WEAPON PROF. (SIMPLE)
 WITHDRAWAL STRIKE (LIGHTSABER)

FORCE POWERS

BATTLE STRIKE 96
 FORCE SLAM 97

ACCELERATED STRIKE - ONCE PER ENCOUNTER YOU MAY MAKE A FULL ATTACK AS A STANDARD ACTION INSTEAD OF A FULL ROUND ACTION.

RIPOSTE - AS A REACTION ONCE PER ENCOUNTER, MAKE A LIGHTSABER ATTACK AGAINST A TARGET YOU SUCCESSFULLY USED THE BLOCK TALENT AGAINST.

TUMBLE DEFENSE - ADD YOUR BASE ATTACK BONUS (+9) TO THE DC OF ACROBATICS CHECKS MADE TO TUMBLE THROUGH SQUARES YOU THREATEN.

WITHDRAWAL STRIKE - OPPONENTS MAY NOT USE THE WITHDRAW ACTION TO LEAVE SQUARES YOU THREATEN, AS LONG AS YOU ARE WIELDING A LIGHTSABER.

CHARACTER RECORD SHEET



NAME ANYARA, JEDI KNIGHT PLAYER

SPECIES GATHAR CLASS-LEVEL JEDI 7/JEDI KNIGHT 2

AGE GENDER FEMALE HEIGHT WEIGHT DESTINY ECL 9

EXPERIENCE POINTS

NEXT LEVEL

	SCORE	MODIFIER
STR ^{ENGTH}	10	0
DEX ^{TERITY}	16	+3
CON ^{STITUTION}	12	+1
INT ^{ELIGENCE}	10	0
WIS ^{DOM}	14	+2
CHA ^{RISMA}	14	+2

CONDITION TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.

NORMAL -1 -2 -5 -10 HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS DR SR

TOTAL 83 CURRENT

INITIATIVE +7 BASE ATTACK +9 PERCEPTION +6 DAMAGE THRESHOLD 22

FORCE POINTS 3 SPEED 6 DESTINY POINTS 22 FORT DEFENSE 22

MISC BONUS

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	22	10 + 9	2	C1N	
RFP	24	10 + 9	2	C3X	
WILL	23	10 + 9	2	V2S	

SPECIAL COMBAT ACTIONS

- ACCELERATED STRIKE
- DUAL WEAPON MASTERY II
- ELUSIVE TARGET
- TRIPLE CRITICAL (LIGHTSABERS)
- WEAPON FINESSE

WEAPON LIGHTSABER ATK +14

DAMAGE 2D8 + 6 CRIT X3 TYPE ENRG/SLASH.

NOTES

WEAPON DUAL LIGHTSABER ATK +14/+14

DAMAGE 2D8+6 / 2D8+6 CRIT X3 TYPE ENRG/SLASH.

NOTES USING DUAL MASTERY II

WEAPON UNARMED (CLAW) ATK +12

DAMAGE 1D6 + 4 CRIT X2 TYPE SLASHING

NOTES

WEAPON FRAG GRENADE ATK +12

DAMAGE 4D6 + 4 CRIT X2 TYPE SLASHING

NOTES

ARMOR SPEED

REF DEF FORT DEF MAX DEX WEIGHT

NOTES

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	+7	+4	+3			
CLIMB	+4	+4	0R			
DECEPTION	+6	+4	+2			
ENDURANCE	+5	+4	+1			
GATHER INFORMATION	+6	+4	+2			
INITIATIVE	+7	+4	+3			
JUMP	+7	+4	+3			
KNOWLEDGE ANY	+4	+4	0			
KNOWLEDGE		+4	0			
KNOWLEDGE		+4	0			
KNOWLEDGE		+4	0			
MECHANICS	+4	+4	0			
PERCEPTION	+6	+4	+2			
PERSUASION	+6	+4	+2			
PILOT	+12	+4	+3	+5		
RIDE	+7	+4	+3			
STEALTH	+7	+4	+3			
SURVIVAL	+6	+4	+2			
SWIM	+4	+4	0R			
TREAT INJURY	+6	+4	+2			
USE COMPUTER	+4	+4	0			
USE THE FORCE	+11	+4	+2	+5		

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

LIGHTSABER (SELF-BUILT) X2

UTILITY BELT

ION GRENADE

FRAG GRENADE

COMLINK

CARRYING CAPACITY

64KG

350

CREDITS

LANGUAGES

BASIC

CARTHARESE

TALENTS

DEFLECT 41

ELUSIVE TARGET 40

MULTIATTACK 218

- (LIGHTSABERS)

REDIRECT SHOT 41

WEAPON SPEC

- (LIGHTSABERS)

PBATS

PG

PG

ACCELERATED STRIKE

DUAL WEAPON MASTERY I

DUAL WEAPON MASTERY II

FORCE SENSITIVITY

FORCE TRAINING

TRIPLE CRITICAL (LIGHTSABER)

WEAPON FINESSE

WEAPON FOCUS (LIGHTSABER)

WEAPON PROF. (LIGHTSABER)

WEAPON PROF. (SIMPLE)

84

84

85

89

89

FORCE POWERS

BATTLE STRIKE 96

REBUKE 100

SURGE 100

ACCELERATED STRIKE - ONCE PER ENCOUNTER YOU MAY MAKE A FULL ATTACK AS A STANDARD ACTION INSTEAD OF A FULL ROUND ACTION.

REACTIVE CLAW - ONCE PER ENCOUNTER, WHEN A CATHAR DAMAGES AN OPPONENT WITH A MELEE ATTACK, SHE MAY MAKE A SINGLE ATTACK WITH IT'S NATURAL WEAPONS AGAINST THAT TARGET AS A SWIFT ACTION. SHE MUST HAVE ONE HAND FREE AT THE TIME TO MAKE THIS ATTACK (AND THUS, CANNOT BE HOLDING TWO WEAPONS).

CHARACTER RECORD SHEET



NAME: **LT. HADEN VAZZAR, REPUBLIC SCOUT** PLAYER: _____

SPECIES: **HUMAN** CLASS-LEVEL: **SCOUT 9**

AGE: _____ GENDER: **MALE** HEIGHT: _____ WEIGHT: _____ DESTINY: _____ ECL: **9**

EXPERIENCE POINTS: _____

NEXT LEVEL: _____

	SCORE	MODIFIER
STR ^{ENGTH}	13	+1
DEX ^{TERITY}	14	+2
CON ^{STITUTION}	14	+2
INT ^{ELIGENCE}	10	0
WIS ^{DOM}	16	+3
CHA ^{RISMA}	10	0

CONDITION: **NORMAL** TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.

HELPLESS (UNCONSCIOUS OR DISABLED)

-1 -2 -5 -10

HIT POINTS: **87** DR: _____ SR: _____

TOTAL: **87** CURRENT: _____

INITIATIVE: **+11** BASE ATTACK: **+6** PERCEPTION: **+12** DAMAGE THRESHOLD: **22**

FORCE POINTS: **3** SPEED: **6** DESTINY POINTS: _____ FORT DEFENSE: **22**

MISC BONUS: _____

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	22	10 + 9	1	C2N	
RFP	23	10 + 9	2	C2X	
WILL	22	10 + 9	0	V3S	

SPECIAL COMBAT ACTIONS

- BURST FIRE
- HIDDEN ATTACKER
- POINT BLANK SHOT
- PRECISE SHOT
- RAPID SHOT

WEAPON: **BLASTER RIFLE** ATK: **+9**

DAMAGE: **3D8 + 4** CRIT: **X2** TYPE: **ENERGY**

NOTES

WEAPON: **BLASTER RIFLE** ATK: **+7**

DAMAGE: **4D8 + 4** CRIT: **X2** TYPE: **ENERGY**

NOTES: USING RAPID SHOT

WEAPON: **BLASTER RIFLE** ATK: **+4**

DAMAGE: **5D8 + 4** CRIT: **X2** TYPE: **ENERGY**

NOTES: USING BURST FIRE

WEAPON: **HEAVY REPEATING BLASTER** ATK: **+3**

DAMAGE: **3D10 + 4** CRIT: **X2** TYPE: **ENERGY**

NOTES: AUTOFIRE ONLY

ARMOR: _____ SPEED: _____

REF DEF: _____ FORT DEF: _____ MAX DEX: _____ WEIGHT: _____

NOTES

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	+6	+4	+2			
CLIMB	+5	+4	+1			
DECEPTION	+4	+4	0			
ENDURANCE	+11	+4	+2	+5		
GATHER INFORMATION	+4	+4	0			
INITIATIVE	+11	+4	+2	+5		
JUMP	+5	+4	+1			
KNOWLEDGE ANY	+4	+4	0			
KNOWLEDGE		+4	0			
KNOWLEDGE		+4	0			
KNOWLEDGE		+4	0			
MECHANICS	+9	+4	0	+5		
PERCEPTION	+12	+4	+3	+5		
PERSUASION	+4	+4	0			
PILOT	+11	+4	+2	+5		
RIDE	+6	+4	+2			
STEALTH	+11	+4	+2	+5		
SURVIVAL	+7	+4	+3			
SWIM	+5	+4	+1			
TREAT INJURY	+7	+4	+3			
USE COMPUTER	+4	+4	0			
USE THE FORCE	N/A		CHA			

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

BLASTER RIFLE
 HEAVY REPEATING BLASTER
 UTILITY BELT
 ION GRENADE
 FRAG GRENADE
 COMLINK
 DATAPAD

CARRYING
CAPACITY

36KG

LANGUAGES

BASIC

CREDITS

350

TALENTS

DEEP SPACE GAMBIT

HIDDEN ATTACKER

HIDDEN MOVEMENT 49

IMPROVED STEALTH 49

TOTAL CONCEALMENT 49

PBATS

PG

PG

BURST FIRE 82

POINT BLANK SHOT 87

PRECISE SHOT 87

RAPID SHOT 88

REPUBLIC MILITARY TRAINING

SHAKE IT OFF 88

TOUGHNESS 88

VEHICULAR COMBAT 89

WEAPON FOCUS (RIFLES)

WEAPON PROF. (PISTOLS)

WEAPON PROF. (RIFLES)

WEAPON PROF. (SIMPLE)

WEAPON PROF. (HEAVY W)

FORCE POWERS

DEEP SPACE GAMBIT - ONCE PER ENCOUNTER, WHEN YOU OR THE VEHICLE YOU OCCUPY ARE SUBJECT TO AN ATTACK ROLL, YOU CAN FORCE YOUR OPPONENT TO RE-ROLL THE ATTACK. HE MUST TAKE THE WORST ROLL.

HIDDEN ATTACKER - WHENEVER YOU USE THE SNIPE APPLICATION OF THE STEALTH SKILL, YOU CAN DO SO AS A SWIFT ACTION INSTEAD OF A MOVE ACTION.

REPUBLIC MILITARY TRAINING - ONCE PER ENCOUNTER, AS A REACTION, GAIN DR 10 AGAINST AN INCOMING ATTACK YOU HAVE COVER AGAINST, EVEN IF THE ATTACKER AIMS.

CHARACTER RECORD SHEET



NAME: **LT. KAGEN BRENDL, REPUBLIC SOLDIER** PLAYER: _____
 SPECIES: **HUMAN** CLASS-LEVEL: **SOLDIER 9**
 AGE: _____ GENDER: **MALE** HEIGHT: _____ WEIGHT: _____ DESTINY: _____ ECL: **9**
 EXPERIENCE POINTS: _____
 NEXT LEVEL: _____

SCORE	MODIFIER
STR ENGTH: 14	+2
DEX TERITY: 16	+3
CON STITUTION: 14	+2
INT ELLIGENCE: 10	0
WIS DOM: 12	+1
CHA RISMA: 10	0

CONDITION TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.
 NORMAL -1 -2 -5 -10 **HELPLESS** (UNCONSCIOUS OR DISABLED)

HIT POINTS DR: _____ SR: _____
 TOTAL: **92** CURRENT: _____

INITIATIVE: **+7** BASE ATTACK: **+9** PERCEPTION: **+5** DAMAGE THRESHOLD: **25**
 FORCE POINTS: **3** SPEED: **6** DESTINY POINTS: _____ FORT DEFENSE: **25**
 MISC BONUS: _____

DEFENSES

TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
25	10 + 9	2	C2N	2
26	10 + 9	1	C3X	3
20	10 + 9	0	WIS	

SPECIAL COMBAT ACTIONS

- CAREFUL SHOT **SNIPER SHOT**
- POINT BLANK SHOT
- POWER BLAST**
- PRECISE SHOT
- RAPID SHOT
- SNIPER

WEAPON IRIDONIAN HEAVY BLASTER RIFLE **ATK +13**
 DAMAGE: 3D10 + 4 CRIT: X2 TYPE: ENERGY
 NOTES: _____

WEAPON IRIDONIAN HEAVY BLASTER RIFLE **ATK +11**
 DAMAGE: 4D10 + 4 CRIT: X2 TYPE: ENERGY
 NOTES: USING RAPID SHOT

WEAPON FRAG GRENADE **ATK +9**
 DAMAGE: 4D6 + 4 CRIT: X2 TYPE: SLASHING
 NOTES: _____

WEAPON _____ **ATK** _____
 DAMAGE: _____ CRIT: _____ TYPE: _____
 NOTES: _____

ARMOR REPUBLIC COMBAT ARMOR **SPEED 6**
 REF DEF: +6 FORT DEF: +2 MAX DEX: _____ WEIGHT: _____
 NOTES: _____

SKILLS

SKILL	BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	+7	+4	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLIMB	+6	+4	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DECEPTION	+4	+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENDURANCE	+6	+4	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GATHER INFORMATION	+4	+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	+7	+4	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
JUMP	+6	+4	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE ANY	+4	+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE		+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE		+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE		+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MECHANICS	+9	+4	0	+5	<input type="checkbox"/>	<input type="checkbox"/>
PERCEPTION	+5	+4	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PERSUASION	+4	+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PILOT	+12	+4	+3	+5	<input type="checkbox"/>	<input type="checkbox"/>
RIDE	+7	+4	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	+7	+4	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SURVIVAL	+5	+4	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWIM	+4	+4	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT INJURY	+10	+4	+1	+5	<input type="checkbox"/>	<input type="checkbox"/>
USE COMPUTER	+9	+4	0	+5	<input type="checkbox"/>	<input type="checkbox"/>
USE THE FORCE	N/A		CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

IRIDONIAN HEAVY BLASTER RIFLE
BLASTER PISTOL
REPUBLIC COMBAT ARMOR
UTILITY BELT
ION GRENADE
FRAG GRENADE
MEDICAL KIT
COMLINK
DATAPAD

CARRYING CAPACITY

49KG

LANGUAGES

BASIC

CREDITS

350

TALENTS

ARMORED DEFENSE	52
IMP ARMORED DEFENSE	52
JUGGERNAUGHT	52
INDOMITABLE	52
TOUGH AS NAILS	53

FBATS

	PG	PG
ARMOR PROF. (LIGHT, MED.)		
CAREFUL SHOT	82	
POINT BLANK SHOT	87	
POWER BLAST		
PRECISE SHOT	87	
RAPID SHOT	88	
REPUBLIC MILITARY TRAINING		
SNIPER	88	
SNIPER SHOT		
WEAPON FOCUS (RIFLES)		
WEAPON PROF. (PISTOLS)		
WEAPON PROF. (RIFLES)		
WEAPON PROF. (SIMPLE)		

FORCE POWERS

IRIDONIAN WEAPON - +2 EQUIPMENT BONUS TO DAMAGE ROLLS WHEN USING POWER BLAST; ILLEGAL WEAPON: UNFAVORABLE CIRCUMSTANCES TO DECEPTION/PERSUASION

POWER BLAST - AS A SWIFT ACTION BEFORE A RANGED ATTACK ROLL, SUBTRACT A NUMBER ALL RANGED ATTACK ROLLS AND ADD IT TO RANGED DAMAGE ROLLS UNTIL YOUR NEXT TURN. THIS NUMBER CANNOT EXCEED YOUR BASE ATTACK BONUS (+9). NO BONUS WITH AREA ATTACKS OR WHEN ATTACKING OBJECTS/VEHICLES WITH THIS FEAT.

REPUBLIC MILITARY TRAINING - ONCE PER ENCOUNTER, AS A REACTION, GAIN DR 10 AGAINST AN INCOMING ATTACK YOU HAVE COVER AGAINST, EVEN IF THE ATTACKER AIMS.

SNIPER SHOT - GAIN +2 BONUS TO RANGED ATTACK, BUT -5 TO REF UNTIL START OF YOUR NEXT TURN. CANNOT BE USED WITH VEHICLE/HEAVY WEAPONS.

CHARACTER RECORD SHEET



NAME: MARA DAVOS, REPUBLIC SPY
 SPECIES: HUMAN CLASS-LEVEL: SCOUNDREL 9
 AGE: GENDER: FEMALE HEIGHT: WEIGHT: DESTINY: ECL: 9

EXPERIENCE POINTS

NEXT LEVEL

	SCORE	MODIFIER
STR ^{ENGTH}	10	0
DEX ^{TERITY}	16	+3
CON ^{STITUTION}	12	+1
INT ^{ELIGENCE}	10	0
WIS ^{DOM}	13	+1
CHA ^{RISMA}	16	+3

CONDITION: NORMAL TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.
 -1 -2 -5 -10
 HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS: 55 (TOTAL) DR: SR: CURRENT

INITIATIVE: +12 FORCE POINTS: 3
 BASE ATTACK: +6 SPEED: 6
 PERCEPTION: +10 DESTINY POINTS: 20
 DAMAGE THRESHOLD: 20
 FORT DEFENSE: 20
 MISC BONUS: +

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	20	10 + 9	0	CIN	
REF	24	10 + 9	2	DEX	
WILL	21	10 + 9	1	WIS	

SPECIAL COMBAT ACTIONS

- CAREFUL SHOT
- POINT BLANK SHOT
- PRECISE SHOT
- RUNNING ATTACK
- SNEAK ATTACK (+2D6)

WEAPON: HEAVY BLASTER PISTOL
 DAMAGE: 3D8 + 4 CRIT: X3
 ATK: +10 TYPE: ENERGY

WEAPON: FRAG GRENADE
 DAMAGE: 4D6 + 4 CRIT: X2
 ATK: +9 TYPE: SLASHING

WEAPON: _____
 DAMAGE: _____ CRIT: _____
 ATK: _____ TYPE: _____

WEAPON: _____
 DAMAGE: _____ CRIT: _____
 ATK: _____ TYPE: _____

ARMOR: _____ SPEED: _____
 REF DEF: FORT DEF: MAX DEX: WEIGHT: _____

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	+7	+4	+3			
CLIMB	+4	+4	50R			
DECEPTION	+12	+4	+3	+5		
ENDURANCE	+5	+4	+1			
GATHER INFORMATION	+7	+4	+3			
INITIATIVE	+12	+4	+3	+5		
JUMP	+4	+4	50R			
KNOWLEDGE ANY	+4	+4	10			
KNOWLEDGE		+4	10			
KNOWLEDGE		+4	10			
KNOWLEDGE		+4	10			
MECHANICS	+4	+4	10			
PERCEPTION	+10	+4	+1	+5		
PERSUASION	+7	+4	+3			
PILOT	+12	+4	+3	+5		
RIDE	+7	+4	+3			
STEALTH	+17	+4	+3	+5	+5	
SURVIVAL	+5	+4	+1			
SWIM	+4	+4	50R			
TREAT INJURY	+5	+4	+1			
USE COMPUTER	+4	+4	10			
USE THE FORCE	N/A		CHA			

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

HEAVY BLASTER PISTOL

UTILITY BELT

ION GRENADE

FRAG GRENADE

COMLINK

DATAPAD

CARRYING CAPACITY

25KG

LANGUAGES

BASIC

350

CREDITS

TALENTS

CHEAP SHOT

NO ESCAPE

OPPORTUNISTIC STRIKE

SNEAK ATTACK +2D6 46

PBATS

	PG	PG
CAREFUL SHOT	82	
POINT BLANK SHOT	87	
PRECISE SHOT	87	
QUICK DRAW	87	
RUNNING ATTACK	88	
SKILL FOCUS (STEALTH)		
SNIPER	88	
TRIPLE CRIT (PISTOLS)		
VEHICULAR COMBAT	89	
WEAPON FOCUS (PISTOLS)	89	
WEAPON PROF. (PISTOLS)		
WEAPON PROF. (SIMPLE)		

FORCE POWERS

CHEAP SHOT - ONCE PER ENCOUNTER, YOU CAN MAKE AN ATTACK OF OPPORTUNITY AGAINST A FOE THAT TAKES THE WITHDRAW ACTION TO LEAVE THE THREATENED SPACE OF ONE OF YOUR ALLIES, AS LONG AS THE FOE IS IN POINT BLANK RANGE.

NO ESCAPE - WHENEVER A FOE USES THE WITHDRAW ACTION TO LEAVE YOUR THREATENED SPACE, HE IS CONSIDERED FLAT-FOOTED AGAINST YOU UNTIL THE END OF YOUR NEXT TURN.

OPPORTUNISTIC STRIKE - ONCE PER ENCOUNTER, YOU CAN MAKE AN ATTACK OF OPPORTUNITY AGAINST A FOE WITHIN POINT BLANK RANGE (EVEN USING A RANGED WEAPON) IF THAT FOE PROVOKES AN ATTACK OF OPPORTUNITY FROM ONE OF YOUR ALLIES.

CHARACTER RECORD SHEET



NAME **SAMAR, REPUBLIC INTELLIGENCE OFFICER** PLAYER _____

SPECIES **KHIL** CLASS-LEVEL **NOBLE 9**

AGE _____ GENDER **MALE** HEIGHT _____ WEIGHT _____ DESTINY _____ ECL **9**

EXPERIENCE POINTS _____

NEXT LEVEL _____

SCORE	MODIFIER
STR ENGTH: 10	0
DEX TERITY: 14	+2
CON STITUTION: 12	+1
INT ELLIGENCE: 10	0
WIS DOM: 14	+2
CHA RISMA: 16	+3

CONDITION TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.

NORMAL -1 -2 -5 -10 **HELPLESS** (UNCONSCIOUS OR DISABLED)

HIT POINTS DR _____ SR _____

TOTAL **55** CURRENT _____

INITIATIVE **+6** BASE ATTACK **+6** PERCEPTION **+11** DAMAGE THRESHOLD **20**

FORCE POINTS **3** SPEED **6** DESTINY POINTS _____ FORT DEFENSE **20**

MISC BONUS _____

DEFENSES

TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT 20	10 + 9	0	C1N	
RFP 22	10 + 9	1	D2X	
WILL 23	10 + 9	2	V2S	

- SPECIAL COMBAT ACTIONS**
- DEMORALIZING DEFENSE
 - FLURRY
 - LEADING FEINT
 - MELEE DEFENSE
 - NOBLE FENCING STYLE
 - RAPID STRIKE

WEAPON VIBROBLADE ATK **+10**

DAMAGE 2D6 + 4 CRIT X2 TYPE SLASHING

NOTES _____

WEAPON VIBROBLADE ATK **+8**

DAMAGE 3D6 + 4 CRIT X2 TYPE SLASHING

NOTES USING RAPID STRIKE

WEAPON BLASTER PISTOL ATK **+8**

DAMAGE 3D6 + 4 CRIT X2 TYPE ENERGY

NOTES _____

WEAPON FRAG GRENADE ATK **+9**

DAMAGE 4D6 + 4 CRIT X2 TYPE SLASHING

NOTES _____

ARMOR SPEED _____

REF DEF FORT DEF MAX DEX WEIGHT

NOTES _____

SKILLS

SKILL	BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	+6	+4	+2			
CLIMB	+4	+4	50R			
DECEPTION	+12	+4	+3	+5		
ENDURANCE	+5	+4	+1			
GATHER INFORMATION	+12	+4	+3	+5		
INITIATIVE	+6	+4	+2			
JUMP	+4	+4	50R			
KNOWLEDGE ANY	+4	+4	10			
KNOWLEDGE		+4	10			
KNOWLEDGE		+4	10			
KNOWLEDGE		+4	10			
MECHANICS	+4	+4	10			
PERCEPTION	+11	+4	+2	+5		
PERSUASION	+12	+4	+3	+5		
PILOT	+11	+4	+2	+5		
RIDE	+6	+4	+2			
STEALTH	+6	+4	+2			
SURVIVAL	+6	+4	+2			
SWIM	+4	+4	50R			
TREAT INJURY	+11	+4	+2	+5		
USE COMPUTER	+4	+4	10			
USE THE FORCE	N/A		CHA			

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

VIBROBLADE

BLASTER PISTOL

UTILITY BELT

ION GRENADE

FRAG GRENADE

COMLINK

DATAPAD

CARRYING CAPACITY

25KG

LANGUAGES

BASIC

HIGH GALACTIC

KHILESE

350

CREDITS

TALENTS

BOLSTER ALLY 43

DEMORALIZING DEFENSE

INSPIRE CONFIDENCE 44

LEADING FEINT

NOBLE FENCING STYLE

PBATS

	PG	PG
FLURRY		
LINGUIST	86	
MELEE DEFENSE	86	
QUICK DRAW	87	
RAPID STRIKE	88	
SURGICAL EXPERTISE	88	
TOUGHNESS	88	
WEAPON FOCUS (ADV. MELEE)	89	
WEAPON PROF. (ADV. MELEE)		
WEAPON PROF. (PISTOLS)		
WEAPON PROF. (SIMPLE)		

FORCE POWERS

COOPERATIVE SPIRIT - KHIL CAN USE THE AID ANOTHER ACTION TO AID AN ADJACENT ALLY ON A SKILL CHECK AS A SWIFT ACTION. KHIL CAN BE AIDED BY OTHERS IN THE SAME WAY. THIS CAN ONLY BE USED WITH CLIMB, ENDURANCE, GATHER INFORMATION, JUMP, KNOWLEDGE (ANY), MECHANICS, PILOT, RIDE, SURVIVAL, SWIM, TREAT INJURY, OR USE COMPUTER.

DEPENDABLE WORKER - ONCE AN ENCOUNTER, A KHIL CAN TREAT A SKILL CHECK AS IF HE HAD TAKEN 10, EVEN AFTER ROLL. CAN ONLY BE USED WITH **COOPERATIVE SPIRIT** SKILL LIST.

DEMORALIZING DEFENSE - AS A REACTION, AN ENEMY YOU JUST HIT WITH A MELEE ATTACK TAKES HALF DAMAGE, BUT TAKES A -5 TO ATTACK YOU UNTIL END OF YOUR NEXT TURN.

FLURRY - TAKE A -5 TO REF TO GAIN A +2 TO MELEE ATTACK ROLLS UNTIL YOUR NEXT TURN.

LEADING FEINT - IF YOU DAMAGE A FOE IN MELEE, MAKE DECEPTION CHECK TO FEINT AS A SWIFT ACTION. IF SUCCESSFUL, DESIGNATE AN ALLY WITHIN 12 SQUARES. THE FOE IS FLAT-FOOTED AGAINST THE FIRST ATTACK THE ALLY MAKES AGAINST HIM, BEFORE YOUR NEXT TURN.

NOBLE FENCING STYLE - USE CHA MODIFIER INSTEAD OF STR MODIFIER ON MELEE ATTACK ROLLS WHEN WIELDING A LIGHTSABER OR LIGHT WEAPON.