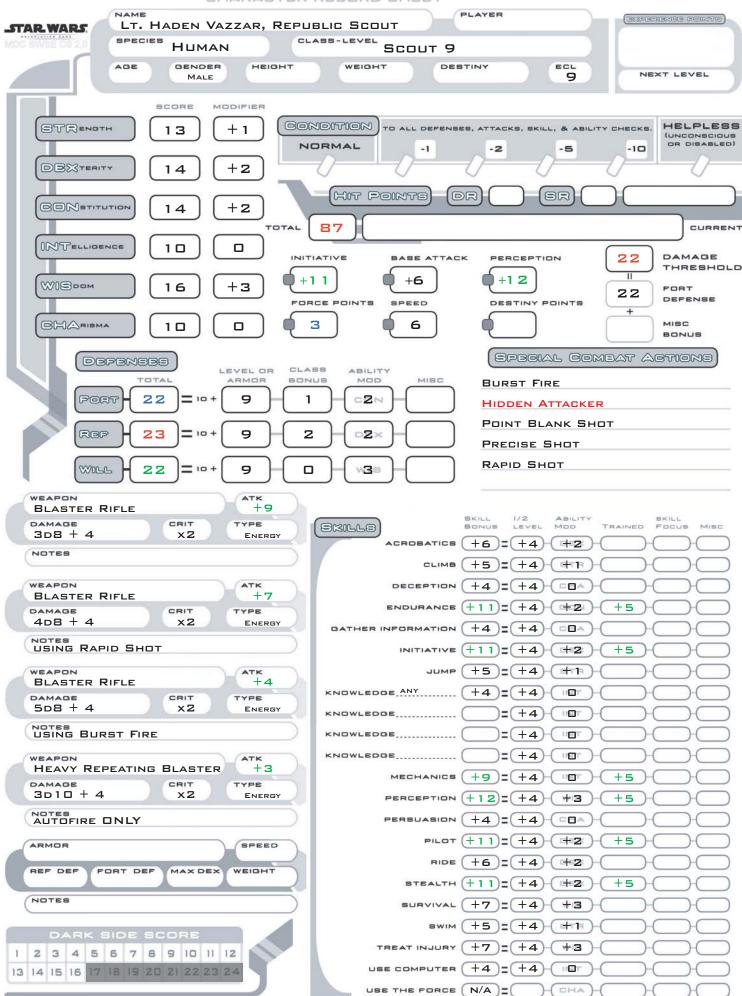
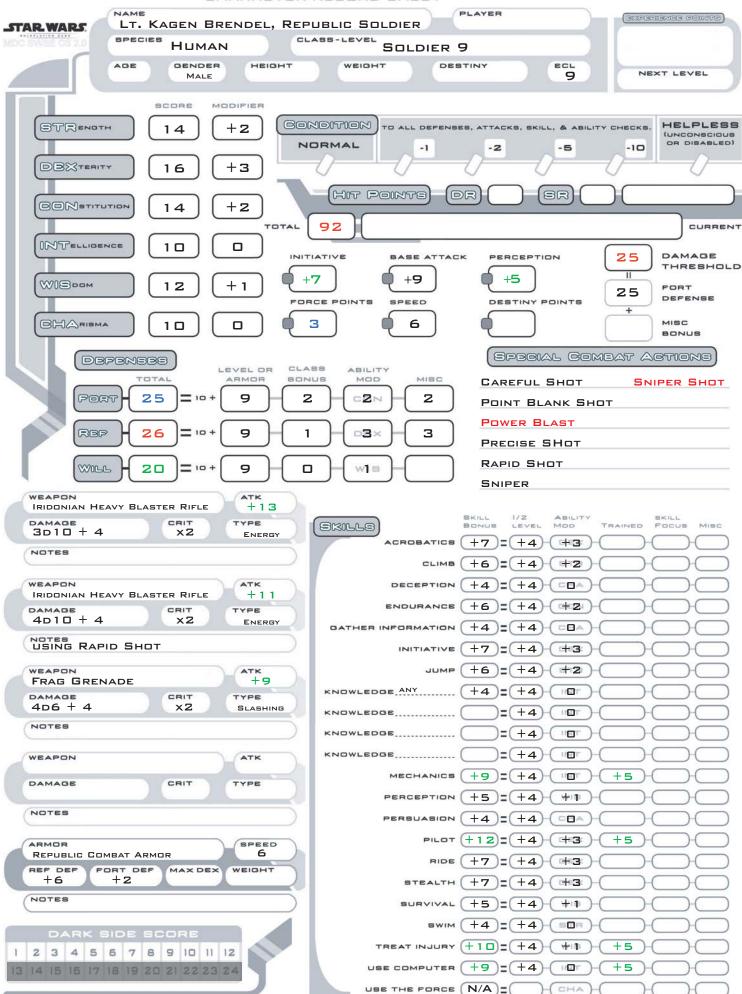


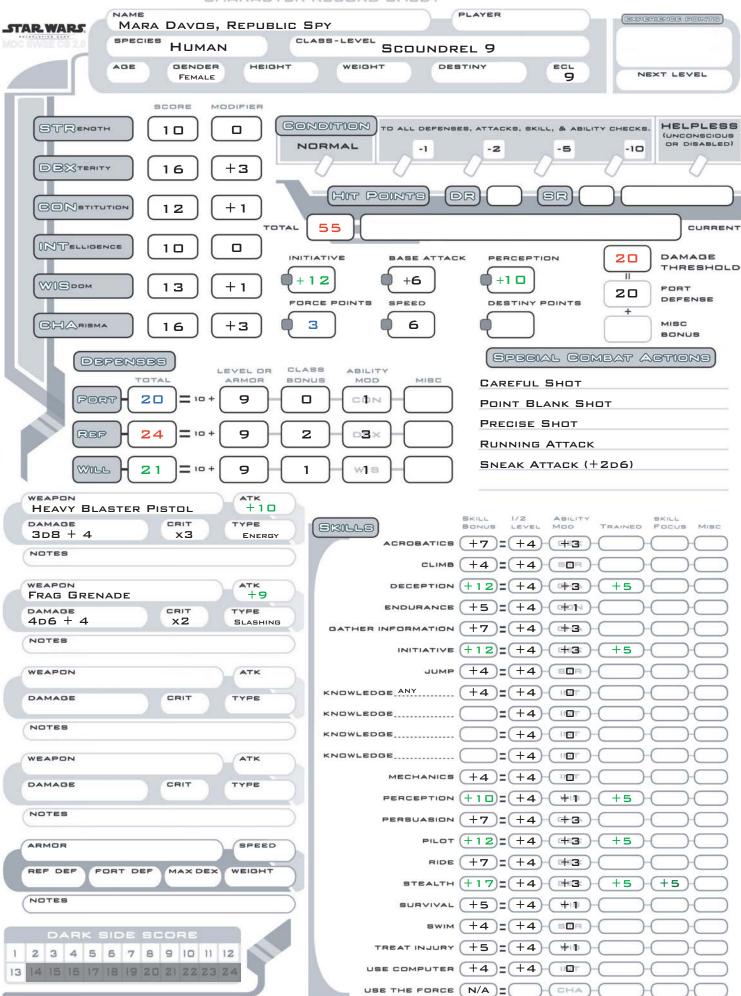
EQUIPMENT		WT
LIGHTSABER (SELF-BUILT) XZ		
UTILITY BELT		
ION GRENADE		
FRAG GRENADE		
COMLINK		
COMEINE		
	2,	
	64KG	
	834	
LANGUAGES	350	
Basic		
CARTHARESE		
	PEATS	
	PG	PG
	ACCELERATED STRIKE	
	DUAL WEAPON MASTERY I 84	
TALBRITS	DUAL WEAPON MASTERY II 84	
DEFLECT 41	FORCE SENSITIVITY	
ELUSIVE TARGET 40	FORCE TRAINING 85	
MULTIATTACK 218	TRIPLE CRITICAL (LIGHTSABER)	
- (LIGHTSABERS)	WEAPON FINESSE 89	
REDIRECT SHOT 41	WEAPON FOCUS (LIGHTSABER) 89	
	WEAPON PROF. (LIGHTSABER)	
WEAPON SPEC	WEAPON PROF. (SIMPLE)	
- (LIGHTSABERS)		
		2. 3
PORGE P		
BATTLE STRIKE 96		
REBUKE 100	ACCELERATED STRIKE - ONCE PER ENCOUNTER	YOU MAY
Surge 100	MAKE A FULL ATTACK AS A STANDARD ACTION I	NSTEAD OF A
	FULL ROUND ACTION.	
	REACTIVE CLAW - ONCE PER ENCOUNTER, WHE	N A CATHAR
	DAMAGES AN OPPONENT WITH A MELEE ATTACK	, SHE MAY
	MAKE A SINGLE ATTACK WITH IT'S NATURAL WEA	
	AGAINST THAT TARGET AS A SWIFT ACTION. SH	
	HAVE ONE HAND FREE AT THE TIME TO MAKE TH	
	(AND THUS, CANNOT BE HOLDING TWO WEAPON	5 /•



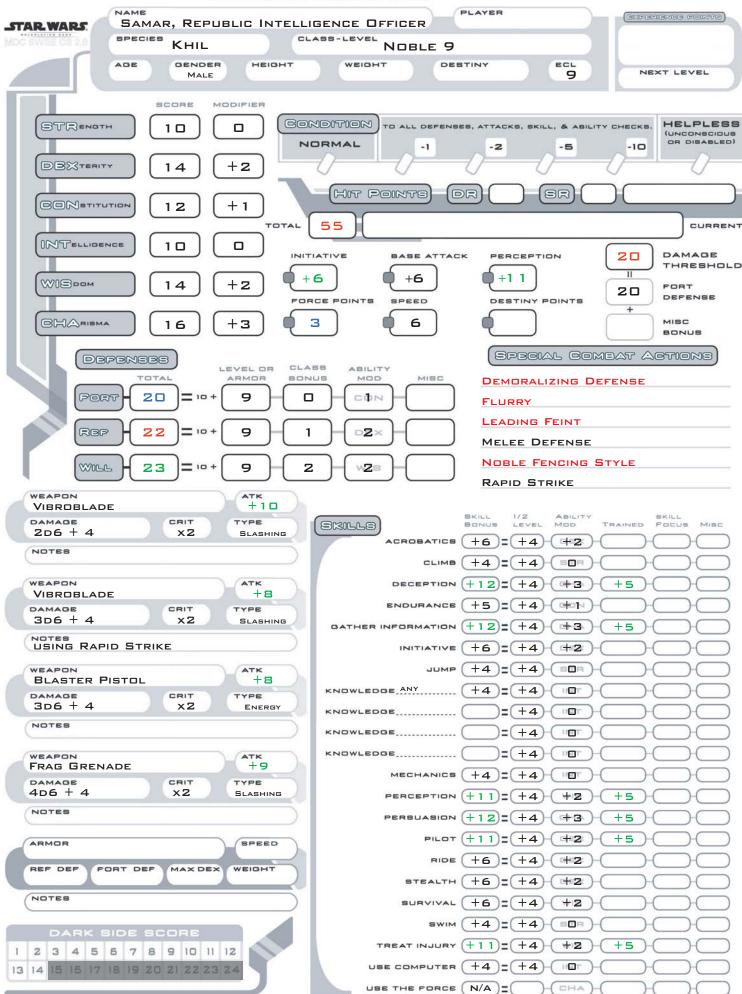




EQUIPMENT		v	wT
RIDONIAN HEAVY BLAS	TER RIFLE		
BLASTER PISTOL			
REPUBLIC COMBAT ARM	10R		
TILITY BELT			
DN GRENADE			
RAG GRENADE			
MEDICAL KIT			
OMLINK			
DATAPAD			
		49KG	
		49KG	
		03	
	18	350	
LANGUAGES			
BASIC		6	
		(PBATS)	
			PG
10		ARMOR PROF. (LIGHT, MED.)	
		CAREFUL SHOT 82	
PALENTS)		POINT BLANK SHOT 87	
RMORED DEFENSE	52	POWER BLAST	
MP ARMORED DEFENSE	52	PRECISE SHOT 87	
JUGGERNAUGHT	52	RAPID SHOT 88	
NDOMITABLE	52	REPUBLIC MILITARY TRAINING	
OUGH AS NAILS	53	SNIPER 88	
dddii Ab IVAICS		SNIPER SHOT	
		WEAPON FOCUS (RIFLES)	
		WEAPON PROF. (PISTOLS)	
		WEAPON PROF. (RIFLES)	
		WEAPON PROF. (SIMPLE)	
		IRIDONIAN WEAPON - +2 EQUIPMENT BONUS TO DAMAGE ROLLS WHEN US	SING
	(Porce Powers)	POWER BLAST; ILLEGAL WEAPON: UNFAVORABLE CIRCUMSTANCES TO	
		DECEPTION/PERSUASION	
		POWER BLAST - AS A SWIFT ACTION BEFORE A RANGED ATTACK ROLL, SUI	BTRAC
		A NUMBER ALL RANGED ATTACK ROLLS AND ADD IT TO RANGED DAMAGE R	ROLLS
		UNTIL YOUR NEXT TURN. THIS NUMBER CANNOT EXCEED YOUR BASE ATTA	
		BONUS (+9). NO BONUS WITH AREA ATTACKS OR WHEN ATTACKING	
		OBJECTS/VEHICLES WITH THIS FEAT.	
		REPUBLIC MILITARY TRAINING - ONCE PER ENCOUNTER, AS A REACTION, G	GAIN F
		10 AGAINST AN INCOMING ATTACK YOU HAVE COVER AGAINST, EVEN IF TH	
		ATTACKER AIMS.	
	///	SNIPER SHOT - GAIN +2 BONUS TO RANGED ATTACK, BUT -5 TO REF UNI	TII
		START OF YOUR NEXT TURN. CANNOT BE USED WITH VEHICLE/HEAVY WEAF	LUNS.



DETAILS BETT PROTOL TEAMSONS FRAG BRENADE COMMINS DATAPAD DAT	EQUIPMENT				WT
GONGREMAGE FRAG GRENAGE COMMINK DATABAD 25KG 25KG ASSID COMMING DATABAD COMMING DAT	HEAVY BLASTER PISTOL				
GONGREMAGE FRAG GRENAGE COMMINK DATABAD 25KG 25KG ASSID COMMING DATABAD COMMING DAT	UTILITY BELT				
DATAPAD 25KG 25KG 35D CAMERUL SHOT B2 PD CAMERUL SHOT B2 PD CAMERUL SHOT B7 PRINT BLANE SHOT B7 RUNNING ATTACK BB SHLAK ATTACK 1206 46 THE CRIT (PISTOLE) VEHICULAR COMERT B9 WEAPON PROF. (IPSTOLE)					
DATAPAD 25KG 25KG 35D CAMERUL SHOT B2 PD CAMERUL SHOT B2 PD CAMERUL SHOT B7 PRINT BLANE SHOT B7 RUNNING ATTACK BB SHLAK ATTACK 1206 46 THE CRIT (PISTOLE) VEHICULAR COMERT B9 WEAPON PROF. (IPSTOLE)					
DATAPAD 25KG 25KG CARRILL SUGT 82 PO CARCILL SUGT 82 PO CARCILL SUGT 87 PRECISE STOT 87 QUICE DAWN 88 STALL FECUR (STRAITE) SHEAR FOOT (PIRTOLE) WEARDN PROF. (FINTOLE) WEARDN PROF. (FINTOLE) WEARDN PROF. (FINTOLE) WEARDN PROF. (FINTOLE) WEARDN PROF. (SIMPLE) ONE OF YOUR ALLIES, AS LONG AS THE FOR IS IN POINT BLANK RANGE. NO ESCAPE - WHENEVER A FOR USES THE WITHDRAW ACTION TO LEAVE THE THREATENED SPACE OF OPPORTUNITY AGAINST A FOR THAT THE STORY ACTION TO LEAVE THE THREATENED SPACE OF OPPORTUNITY AGAINST A FOR IS IN POINT BLANK RANGE. NO ESCAPE - WHENEVER A FOR USES THE WITHDRAW ACTION TO LEAVE THE THREATENED SPACE OF OPPORTUNITY AGAINST A FOR IS IN POINT BLANK RANGE. NO ESCAPE - WHENEVER A FOR USES THE WITHDRAW ACTION TO LEAVE THE THREATENED SPACE OF OPPORTUNITY AGAINST A FOR WITHDRAW ACTION TO LEAVE THE THREATENED SPACE, HE IS QUISIDERED FLAT-FORD AGAINST YOU USTILL THE END OF YOUR NEXT TURN. OPPORTUNISTIC STRIKE - ONCE PER ENGOUNTER, YOU CAN MAKE AN ATTACK OF OPPORTUNITY AGAINST A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT THE END OF YOUR NEXT TURN. OPPORTUNISTIC STRIKE - ONCE PER ENGOUNTER, YOU CAN MAKE AN ATTACK OF OPPORTUNITY AGAINST A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT A FOR WITHDRAW ACTION TO LEAVE THE THIRE AT THE THIRE AT A FOR					
CAMPAGNATION TO LEAVE THE THREATENED BRACE OF DEPORTUNITY AGAINST A FOR FINE THE WITHDRAW ACTION TO LEAVE THE THREATENED BRACE OF DEPORTUNITY AGAINST A FOR WITHIN ACTION TO LEAVE THREATENED BRACE ON TO DE CONSIDERED FOR THE WITHDRAW ACTION TO LEAVE THREATENED BRACE OF DEPORTUNITY AGAINST A FOR IS IN POINT BRANK RANGE. NO ESCAPE DIVIDED TO THE THREATENED BRACE OF DEPORTUNITY AGAINST A FOR IS IN POINT BRANK RANGE. NO ESCAPE WHENEVER A FOR USES THE WITHDRAW ACTION TO LEAVE THREATENED BRACE, HE IS CONSIDERED FLAT-FORTED AGAINST YOU UNTIL THE END OF YOUR ALLES, AS LONG AS THE FOR IS IN POINT BRANK RANGE. NO ESCAPE - WHENEVER A FOR USES THE WITHDRAW ACTION TO LEAVE YOUR THREATENED BRACE, HE IS CONSIDERED FLAT-FORTED AGAINST YOU UNTIL THE END OF YOUR NEXT TURN. DEPORTUNISTIC STRIKE - ONCE PER ENCOUNTER, YOU CAN MAKE AN ATTACK OF DEPORTUNITY AGAINST A FOR WITHIN POINT BLANK RANGE (EVEN USING A RANGEOW WATCH IN POINT BLANK RANGE (EVEN USING A RANGEOW WATCH IN THAT FOR PROVINCES AN ATTACK OF DEPORTUNITY FROM ONE OF YOUR ALLIES.					
BASIC PASTS					
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BASIC PASTS					
BASIC PASTS				0.	
BASIC PASTS			1		
BASIC PASTS			O'S	25KG	
BASIG CAREFUL SHOT B2 POINT BLANK SHOT B7 PRECISE SHOT					=
GAREFUL SHOT B2 POINT BLANK SHOT B7 PRECISE SHOT B7 QUICK DRAW B7 RUNNING ATTACK B8 SKILL FOGUS (STEALTH) SHIPER BB TRIPLE CRIT (PISTOLE) VEHICULAR COMBAT B9 WEAPON PROF. (PISTOLE) WEAPON PROF. (PISTOLE) WEAPON PROF. (SIMPLE) 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.	LANGUAGES		350		
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CHEAP SHOT NO ESCAPE DPORTUNISTIC STRIKE SNEAK ATTACK + 206 DPORTUN PROCESS POWGRS PORT STRIKE SNEAK ATTACK + 206 DPORTUNISTIC STRIKE DRIFT					
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THAT FOE PROVOKES AN ATTACK OF OPPORTUNITY FROM ONE OF YOUR ALLIES.					
DNE DF YOUR ALLIES.		-//			
		-///	THAT FOE PROVOKES A	AN ATTACK OF OPPORTUNITY FROM	4
			ONE OF YOUR ALLIES.	3	



EQUIPMENT	WT
VIBROBLADE	
BLASTER PISTOL	
UTILITY BELT	
ION GRENADE	
FRAG GRENADE	
COMLINK	
DATAPAD	
	25KG
LANGUAGES	91 350
HIGH GALACTIC	
KHILESE	(PBATS)
	PG
	LINGUIST 86
TALBRITS	MELEE DEFENSE 86
BOLSTER ALLY 43	QUICK DRAW 87
DEMORALIZING DEFENSE	RAPID STRIKE 88
INSPIRE CONFIDENCE 44	SURGICAL EXPERTISE 88
LEADING FEINT	TOUGHNESS 88
NOBLE FENCING STYLE	WEAPON FOCUS (ADV. MELEE) 89
	WEAPON PROF. (ADV. MELEE)
	WEAPON PROF. (PISTOLS)
	WEAPON PROF. (SIMPLE)
	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
PORGE POWE	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.