

CHARACTER RECORD SHEET



NAME ANYA FORAVIS, INTELL. ANALYST PLAYER

SPECIES HUMAN CLASS-LEVEL SCOUNDREL 1

AGE GENDER FEMALE HEIGHT WEIGHT DESTINY ECL 1

EXPERIENCE POINTS

NEXT LEVEL

	SCORE	MODIFIER
STR ^{ENGTH}	12	+1
DEX ^{TERITY}	14	+2
CON ^{STITUTION}	9	-1
INT ^{ELLIGENCE}	10	0
WIS ^{DOM}	15	+2
CHA ^{RISMA}	12	+1

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

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

HIT POINTS DR SR

TOTAL 17 CURRENT

INITIATIVE +7 BASE ATTACK +0 PERCEPTION +7

FORCE POINTS 5 SPEED 6 DESTINY POINTS

DAMAGE THRESHOLD 10

FORT DEFENSE 10

MISC BONUS

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	10	10 + 1	0	-1	
REF	15	10 + 1	2	2	
WILL	14	10 + 1	1	2	

SPECIAL COMBAT ACTIONS

- POINT BLANK SHOT
- SNEAK ATTACK +1D6
- ASSURED ATTACK
- PISTOLEER

WEAPON HOLD-OUT BLASTER ATK +3

DAMAGE 3D4 + 1 CRIT X2 TYPE ENERGY

NOTES 6 SHOTS PER ENERGY CELL

WEAPON ATK

DAMAGE CRIT TYPE

NOTES

WEAPON ATK

DAMAGE CRIT TYPE

NOTES

WEAPON ATK

DAMAGE CRIT TYPE

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	0	+2			+2
CLIMB	+1	0	+1			
DECEPTION	+6	0	+1	+5		
ENDURANCE	-1	0	-1			
GATHER INFORMATION	+3	0	+1			+2
INITIATIVE	+7	0	+2	+5		
JUMP	+1	0	+1			
KNOWLEDGE...OTHER	0	0	0			
KNOWLEDGE...BUREAU	+2	0	0			+2
KNOWLEDGE			INT			
KNOWLEDGE			INT			
MECHANICS	+1	0	+1			
PERCEPTION	+7	0	+2	+5		
PERSUASION	+1	0	+1			
PILOT	+2	0	+2			
RIDE	+2	0	+2			
STEALTH	+7	0	+2	+5		
SURVIVAL	+2	0	+2			
SWIM	+1	0	+1			
TREAT INJURY	+2	0	+2			
USE COMPUTER	+6	0	+1	+5		
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

HOLD-OUT BLASTER PISTOL

IMPERIAL UNIFORM

COMLINK

DATAPAD

CODE CYLINDER

ENERGY CELL

ENERGY CELL

CARRYING CAPACITY

16KG

LANGUAGES

BASIC

CREDITS

200

TALENTS

SNEAK ATTACK +1D6 46

PBATS

	PG	PG
WEAPON PROF. (PISTOLS)	89	
WEAPON PROF. (SIMPLE)	89	
POINT BLANK SHOT	87	
ASSURED ATTACK		
PISTOLEER		

FORCE POWERS

ASSURED ATTACK - WHENEVER YOU DEAL DAMAGE TO A TARGET WITH AN ATTACK, AND ROLL MULTIPLE DICE FOR DAMAGE, YOU MAY RE-ROLL THE LOWEST DAMAGE DIE, BUT MUST KEEP THE 2ND RESULT, EVEN IF IT IS WORSE.

PISTOLEER - IF YOU FIRE A HOLD-OUT BLASTER AT A TARGET THAT HAS YET TO ACT IN COMBAT, YOU GAIN A +2 TO YOUR ATTACK ROLLS AGAINST THAT TARGET WITH YOUR HOLD-OUT BLASTER, UNTIL THE TARGET ACTS IN COMBAT.