

CHARACTER RECORD SHEET



NAME **ARIQ MELVAR, SECURITY CREWMAN** PLAYER \_\_\_\_\_

SPECIES **HUMAN** CLASS-LEVEL **SOLDIER 1**

AGE \_\_\_\_\_ GENDER **MALE** HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ DESTINY \_\_\_\_\_ ECL **1**

EXPERIENCE POINTS \_\_\_\_\_

NEXT LEVEL \_\_\_\_\_

	SCORE	MODIFIER
STR <sub>ENGTH</sub>	13	+1
DEX <sub>TERITY</sub>	15	+2
CON <sub>STITUTION</sub>	14	+2
INT <sub>ELLIGENCE</sub>	12	+1
WIS <sub>DOM</sub>	10	0
CHA <sub>RISMA</sub>	8	-1

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

-1   -2   -5   -10

HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS **32** DR \_\_\_\_\_ SR \_\_\_\_\_

TOTAL **32** CURRENT \_\_\_\_\_

INITIATIVE **+7** BASE ATTACK **+1** PERCEPTION **+5** **14** DAMAGE THRESHOLD

FORCE POINTS **5** SPEED **6** DESTINY POINTS \_\_\_\_\_ **14** FORT DEFENSE

MISC BONUS \_\_\_\_\_

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	<b>15</b>	10 + 1	2	C2N	
RFP	<b>15</b>	10 + 2	1	C2X	
WILL	<b>11</b>	10 + 1	0	V0S	

SPECIAL COMBAT ACTIONS

POINT BLANK SHOT \_\_\_\_\_

RAPID SHOT \_\_\_\_\_

DEVASTATING ATTACK (RIFLES) \_\_\_\_\_

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

DAMAGE **3D8 + 1** CRIT **X2** TYPE **ENERGY**

NOTES **50 SHOTS IN POWER PACK**

WEAPON **BLAST. RIFLE (RAPID SHOT)** ATK **+2**

DAMAGE **4D8 + 1** CRIT **X2** TYPE **ENERGY**

NOTES **USES 2 SHOTS**

WEAPON **BLASTER RIFLE (AUTOFIRE)** ATK **-1**

DAMAGE **3D8 + 1** CRIT **X1** TYPE **ENERGY**

NOTES **AFFECTS A 2X2 AREA; USES 10 SHOTS**

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	+2	0	+2			
CLIMB	+1	0	+1			
DECEPTION	+4	0	+1	+5		
ENDURANCE	+2	0	+2			
GATHER INFORMATION	+1	0	+1			+2
INITIATIVE	+7	0	+2	+5		
JUMP	+1	0	+1			
KNOWLEDGE_OTHER	+1	0	+1			
KNOWLEDGE_TACTICS	+6	0	+1	+5		
KNOWLEDGE			INT			
KNOWLEDGE	+1	0	+1			
MECHANICS	+1	0	+1			
PERCEPTION	+5	0	V0	+5		
PERSUASION	-1	0	+1			
PILOT	+2	0	+2			
RIDE	+2	0	+2			
STEALTH	+4	0	+2			+2
SURVIVAL	0	0	V0			
SWIM	+1	0	+1			
TREAT INJURY	+1	0	V0			
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**

- BLASTER RIFLE
- BLAST VEST AND HELMET
- IMPERIAL UNIFORM
- COMLINK
- MEDPAC
- POWER PACK

CARRYING CAPACITY

**42.25KG**

**LANGUAGES**

BASIC

RYL

**200**

CREDITS

**TALENTS**

DEVASTATING ATTACK (RIFLES) 53

**FBATS**

**PG**

**PG**

WEAPON PROF. (PISTOLS) 89

WEAPON PROF. (RIFLES) 89

WEAPON PROF. (SIMPLE) 89

ARMOR PROF. (LIGHT) 82

ARMOR PROF. (MEDIUM) 82

POINT BLANK SHOT 87

RAPID SHOT 88

**FORCE POWERS**



