



Aicanáro Alatya

Character Name

Guardian 1

Class(es) & Level

Lasat

Species

0

Experience Points

300

XP Next Level

Chaotic Light

Alignment

Scoundrel

Background

Aicanáro Alatya

Player's Name

+3

STRENGTH

17

☐ +3 Saving Throw

☐ ☐ +3 Athletics

+1

DEXTERITY

12

☐ +1 Saving Throw

☐ ☐ +1 Acrobatics

☐ ☐ +1 Sleight of Hand

☐ ☐ +1 Stealth *

-1

CONSTITUTION

8

☒ +1 Saving Throw

+1

INTELLIGENCE

13

☐ +1 Saving Throw

☐ ☐ +1 Investigation

☐ ☐ +1 Lore

☐ ☐ +1 Nature

☐ ☐ +1 Piloting

☐ ☐ +1 Technology

+0

WISDOM

10

☐ +0 Saving Throw

☐ ☐ +0 Animal Handling

☐ ☐ +0 Insight

☐ ☐ +0 Medicine

☐ ☐ +0 Perception

☐ ☐ +0 Survival

+2

CHARISMA

15

☒ +4 Saving Throw

☐ ☐ +2 Deception

☐ ☐ +2 Intimidation

☐ ☐ +2 Performance

☐ ☐ +2 Persuasion

● Proficient | ◆ Expertise | * Armor penalty

+2

PROFICIENCY BONUS

11

Medium Armor Master (feat): ○

ARMOR CLASS

Durafiber combat suit

Light physical shield

ARMOR, SHIELD, PROTECTIONS

+1

INITIATIVE

HIT POINTS MAXIMUM **9**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM **1d10**

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HIT DICE SPENT

Successes ☐ ☐ ☐ Failed ☐ ☐ ☐

DEATH SAVES

Weapon

Attack

Damage/Type

Range

Weight

Doublesaber

+5

1d8+3 Energy

Double (1d8 energy), finesse, luminous

Unarmed Strike

+5

4 Kinetic

WEAPONS & AMMUNITIONS

10

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

SPEED

base

30 ft

hour

3 miles

day

24 miles

special movement

SENSES & MOVEMENT

☐ Channel the Force

☐ Forcecasting

☐ Ability Score Increase

☐ Age

☐ Alignment

☐ Bo-rifle Training

☐ Climbing

☐ Darkvision

☐ Keen Hearing and Sight

☐ Refresh after short/long rest | ☒ Refresh after long rest | ☐ Use

COMBAT FEATURES

Fears, abilities, and other features for quick reference in combat

All Lightweapons, All Vibroweapons, Light Armor, Medium Armor, Disguise Kit
Forgery Kit

PROFICIENCIES

Galactic Basic

LANGUAGES

Channel the Force: _**Guardian:** 1st level_
You know how to channel the Force to create a unique effect. You start with your choice of one from two such effects: Cause Harm or Lend Aid. At 3rd level, your Guardian Focus grants you an additional effect. When you use your Channel the Force, you choose which effect to create. Some Channel the Force effects require saving throws. When you use such an effect from this class, the DC equals your universal force save DC.

You can use this feature a number of times equal to your Wisdom or Charisma modifier (your choice, minimum of once). You regain all expended uses when you finish a short or long rest.

Cause Harm

As an action, you can expend a use of your Channel the Force to sap the life from a hostile creature you can see within 60 feet. That creature must make a Constitution saving throw. On a failed save, the creature takes necrotic damage equal to your guardian level + your Charisma modifier (minimum of one), or half as much on a successful one.

Lend Aid

As a bonus action, you can expend a use of your Channel the Force and touch a beast or humanoid within 5 feet of you. That creature regains hit points equal to your guardian level + your Wisdom modifier (minimum of one). Alternatively, if the beast or humanoid is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

Forcecasting: _**Guardian:** 1st level_

FEATURES

Place of Birth

Lira San

Age	29	Gender	Male
Height	6'1	Weight	170
Size		Hair	None?
Eyes	Orange	Skin	Purple Grey Stripes

Appearance

Fancy

Personality traits

I have a joke for every occasion, especially occasions where humor is inappropriate. Sarcasm and insults are my weapons of choice.

Ideals

Material goods come and go. Bonds of friendship last forever. (Light)

Bonds

A powerful person killed someone I love. Some day soon, I'll have my revenge.

Flaws

I'm convinced that no one could ever fool me the way I fool others.

Background Feature **False Identity**

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona.

Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

CHARACTER DATA

I exist.... for now

BACKSTORY

[illegible]

2000

Weight: 50 pieces = 1 lb.

CREDITS

GEMS AND TREASURE

Where	How much	When

Loaned, deposited or received values or goods

VALUABLES

STORAGE

Each size category above Medium x2, Tiny creatures ½

<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">ENCUMBERED</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">85 lbs.</div> <div style="border: 1px solid black; padding: 5px; font-size: 0.7em;">Strength x5 lb.</div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">HEAVILY ENCUMB.</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">170 lbs.</div> <div style="border: 1px solid black; padding: 5px; font-size: 0.7em;">Strength x10 lb.</div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">MAX CARRYING</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">255 lbs.</div> <div style="border: 1px solid black; padding: 5px; font-size: 0.7em;">Strength x15 lb.</div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">PUSH, DRAG LIFT</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; font-weight: bold;">510 lbs.</div> <div style="border: 1px solid black; padding: 5px; font-size: 0.7em;">Strength x30 lb.</div>
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Speed –10 fr.
Spd. –20fr. | Disadvantage on Str, Dex, Con ability checks, ST, attacks

CARRYING CAPACITY

<p>Spirit Blade</p> <p>Spare the Dying</p> <p>Saber Throw</p> <p>Force Technique</p> <p>Force Push/Pull</p>	<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>
AT-WILL	1st LEVEL
<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>	<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>
2nd LEVEL	3rd LEVEL
<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>	<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>
4th LEVEL	5th LEVEL
<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>	<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>
6th LEVEL	7th LEVEL
<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>	<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>
8th LEVEL	9th LEVEL

