

Jedi Boy

NAME		PLAYERNAME		DEITY		None	
Jed3		Human		6' 0"		ALIGNMENT	
CLASS		Medium		148 lbs.		Normal	
3		RACE		HEIGHT		VISION	
6000		23		Male		0	
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		HAIR			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

VP Vitality	49	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points	12	DAMAGE REDUCTION		SPEED																					
AC armor class	16	:	14	:	16	=	10	+	0	+	0	+	2	+	0	+	0	+	4		MISS CHANCE	0	+	0	+	0		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC													
INITIATIVE		+2		=		+2		+		+0																					
BASE ATTACK		bonus				+3																									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+15	= +11	+ +1	+ +0	+ +3	+ +0	+	
REFLEX (dexterity)	+16	= +11	+ +2	+ +0	+ +3	+ +0	+	
WILL (wisdom)	+17	= +11	+ +3	+ +0	+ +3	+ +0	+	

MELEE attack bonus	TOTAL	=	BASE ATTACK BONUS	+	+1	+	+0	+	+0	+	+0	+	
RANGED attack bonus		=		+	+2	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus		=		+	+1	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
		1d3+2	20/x2	5 ft.

*Lightsaber	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	SEne	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
		2d8+2			
Special Properties					

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	8	= 2	+ 1.0	+ 5
✓	Climb	STR	2	= 1	+ 1.0	+
✓	Deception	CHA	3	= 2	+ 1.0	+
✓	Endurance	CON	7	= 1	+ 1.0	+ 5
✓	Gather Information	CHA	3	= 2	+ 1.0	+
✓	Initiative	DEX	8	= 2	+ 1.0	+ 5
✓	Jump	STR	2	= 1	+ 1.0	+
✓	Knowledge (Bureaucracy)	INT	4	= 3	+ 1.0	+
✓	Knowledge (Galactic Lore)	INT	4	= 3	+ 1.0	+
✓	Knowledge (Life Sciences)	INT	4	= 3	+ 1.0	+
✓	Knowledge (Physical Sciences)	INT	4	= 3	+ 1.0	+
✓	Knowledge (Social Sciences)	INT	4	= 3	+ 1.0	+
✓	Knowledge (Tactics)	INT	4	= 3	+ 1.0	+
✓	Knowledge (Technology)	INT	4	= 3	+ 1.0	+
✓	Mechanics	INT	4	= 3	+ 1.0	+
✓	Perception	WIS	9	= 3	+ 1.0	+ 5
✓	Persuasion	CHA	3	= 2	+ 1.0	+
✓	Pilot	DEX	3	= 2	+ 1.0	+
✓	Ride	DEX	3	= 2	+ 1.0	+
✓	Stealth	DEX	3	= 2	+ 1.0	+
✓	Survival	WIS	4	= 3	+ 1.0	+
✓	Swim	STR	2	= 1	+ 1.0	+
✓	Treat Injury	WIS	4	= 3	+ 1.0	+
✓	Use Computer	INT	4	= 3	+ 1.0	+
✓	Use the Force	CHA	13	= 2	+ 1.0	+ 10
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Lightsaber	Equipped	1	1.0	3000.0
TOTAL WEIGHT CARRIED/VALUE			1 lbs.	3000.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

FEATS	
Skill Focus (Use the Force)	Gain a +5 competence bonus on skill checks with one trained skill.
Strong in the Force	Roll d8s instead of d6s when you spend a Force Point.
Toughness	
Weapon Focus ~ Lightsabers	
Force Sensitivity	You can make 'Use the Force' checks and gain access to Force Talents.
Lightsabers Weapon Proficiency	
Simple Weapon Proficiency	
Weapon Focus (TYPE.Lightsaber)	

PROFICIENCIES

LANGUAGES
Basic, Bocce, Jawa Trade Language, Shyriiwook

TEMPLATES
First Level ~ Jedi

Notes:

Character Sheet Notes: