

New1

NAME

Pilo10

CLASS

10

Character Level

45000

EXPERIENCE

55000

NEXT LEVEL

PLAYERNAME

Alpha-Centaurans

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

0' 0"

HEIGHT

EYES

0 lbs.

WEIGHT

,

HAIR

ALIGNMENT

VISION

72

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
STR Strength	12	+1	12	+1	12	+1	59								Walk 30 ft.		
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	21	20	21	10	0	0	1	0	0	10
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC

CON
Constitution

12

+1

12

+1

12

+1

INT
Intelligence

12

+1

12

+1

12

+1

WIS
Wisdom

12

+1

12

+1

12

+1

CHA
Charisma

12

+1

12

+1

12

+1

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	=	+3	+1	+0	+0	+0	
REFLEX (dexterity)	+8	=	+7	+1	+0	+0	+0	
WILL (wisdom)	+4	=	+3	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	=	+7/+2	+1	+0	+0	+0
RANGED attack bonus	+8/+3	=	+7/+2	+1	+0	+0	+0
GRAPPLE attack bonus	+7/+2	=	+7/+2	+0	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4/-1	1d3+1	20/x2	5 ft.

*: 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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
					RANKS	MISC MODIFIER
✓ Balance	DEX	1	=	1	+	+
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	1	=	1	+	+
✓ Computer Use	INT	1	=	1	+	+
✓ Concentration	CON	1	=	1	+	+
✓ Craft (Structural)	INT	1	=	1	+	+
✓ Craft (Visual Art)	INT	1	=	1	+	+
✓ Craft (Writing)	INT	1	=	1	+	+
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Drive	DEX	1	=	1	+	+
✓ Escape Artist	DEX	1	=	1	+	+
✓ Forgery	INT	1	=	1	+	+
✓ Gamble	WIS	1	=	1	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Hide	DEX	1	=	1	+	+
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	1	=	1	+	+
✓ Listen	WIS	1	=	1	+	+
✓ Move Silently	DEX	1	=	1	+	+
✓ Navigate	INT	1	=	1	+	+
✓ Perform (Act)	CHA	1	=	1	+	+
✓ Perform (Dance)	CHA	1	=	1	+	+
✓ Perform (Keyboards)	CHA	1	=	1	+	+
✓ Perform (Percussion Instruments)	CHA	1	=	1	+	+
✓ Perform (Sing)	CHA	1	=	1	+	+
✓ Perform (Stand-Up)	CHA	1	=	1	+	+
✓ Perform (Stringed Instruments)	CHA	1	=	1	+	+
✓ Perform (Wind Instruments)	CHA	1	=	1	+	+
✓ Profession	WIS	1	=	1	+	+
✓ Research	INT	1	=	1	+	+
✓ Ride	DEX	1	=	1	+	+
✓ Search	INT	1	=	1	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Spot	WIS	1	=	1	+	+
✓ Survival	WIS	1	=	1	+	+
✓ Swim	STR	1	=	1	+	+
✓ Treat Injury	WIS	1	=	1	+	+
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

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

SPECIAL ABILITIES
Defender of the Universe

SPECIAL QUALITIES
<p>Favored Craft</p> <p>A pilot often has a special vehicle he knows very well. This may be a fighter or a shuttlecraft. It applies to a specific ship, not to all ships of a given make or model. Should this ship be destroyed or abandoned, the pilot must spend a week of time and an Action Point to gain a new favored ship. When flying the favored ship, the pilot may add +1 to all pilot skill checks. This increases to +2 at 2nd level, +3 at 4th level, +4 at 6th level, +5 at 8th level and +6 at 10th level.</p> <p>Keep It Together</p> <p>At 8th level, a Pilot can continue to operate a Fighter even after it has been reduced to negative hit points and has begun breaking apart. The ship may take one move action or one attack action each round. However, the ship cannot be repaired and continues to lose 1 hit point per round, exploding once it reaches its destruction threshold. The Pilot and all other personnel aboard the ship are considered shaken, taking a #2 penalty on attack rolls, saving throws, and skill checks.</p> <p>Shake, Rattle, and Roll</p> <p>At 4th level, a Pilot has been taught how rock an enemy Fighter with weapons fire. The Pilot must declare that he is using this ability before making the attack roll (thus, a failed attack roll ruins the attempt). A Fighter damaged by the Pilot's attack is shaken for 1 round; all passengers and crewmembers (pilots and gunners included) aboard the shaken ship take a #2 penalty on attack rolls, saving throws, and skill checks for 1 round. A Pilot may use this ability once per day at 4th level, twice per day at 7th level, and three times per day at 10th level.</p> <p>To the max!</p> <p>At 5th level and beyond, a Pilot can coax more thrust out of a ship's engines, increasing its tactical speed by +500 feet. The Pilot must be piloting the ship to increase its tactical speed.</p>

PROFICIENCIES

LANGUAGES
Alpha Centauran, Federation

TEMPLATES
Female Alpha