

New1

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Cha10		Andorian		0' 0"			
45000		Medium		0 lbs.			
CLASS		RACE		HEIGHT		VISION	
10		0				72	
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		HAIR			

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	48							Walk 30 ft.															
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	15	13	15	10	0	0	2	0	0	3	0	+0	0									
		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE		+2		+2		+0																
INT Intelligence	12	+1	12	+1	12	+1	TOTAL				DEX MODIFIER		MISC MODIFIER																
WIS Wisdom	12	+1	12	+1	12	+1	BASE ATTACK		bonus		+5																		
CHA Charisma	10	+0	10	+0	10	+0																							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+5	+1	+0	+0	+0		
REFLEX (dexterity)	+7	+5	+2	+0	+0	+0		
WILL (wisdom)	+4	+3	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	+5	+1	+0	+0	+0	
RANGED attack bonus	+7	+5	+2	+0	+0	+0	
GRAPPLE attack bonus	+5	+5	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	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

SKILL NAME		KEY ABILITY	SKILLS				13/6.5
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Balance	DEX	2	=	2	+	+
✓	Bluff	CHA	0	=	0	+	+
✓	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	0	=	0	+	+
✓	Disguise	CHA	0	=	0	+	+
✓	Drive	DEX	2	=	2	+	+
✓	Escape Artist	DEX	2	=	2	+	+
✓	Forgery	INT	1	=	1	+	+
✓	Gamble	WIS	1	=	1	+	+
✓	Gather Information	CHA	0	=	0	+	+
✓	Hide	DEX	2	=	2	+	+
✓	Intimidate	CHA	0	=	0	+	+
✓	Jump	STR	1	=	1	+	+
✓	Listen	WIS	7	=	1	+	6
✓	Move Silently	DEX	2	=	2	+	+
✓	Navigate	INT	1	=	1	+	+
✓	Perform (Act)	CHA	0	=	0	+	+
✓	Perform (Dance)	CHA	0	=	0	+	+
✓	Perform (Keyboards)	CHA	0	=	0	+	+
✓	Perform (Percussion Instruments)	CHA	0	=	0	+	+
✓	Perform (Sing)	CHA	0	=	0	+	+
✓	Perform (Stand-Up)	CHA	0	=	0	+	+
✓	Perform (Stringed Instruments)	CHA	0	=	0	+	+
✓	Perform (Wind Instruments)	CHA	0	=	0	+	+
✓	Profession	WIS	1	=	1	+	+
✓	Research	INT	1	=	1	+	+
✓	Ride	DEX	2	=	2	+	+
✓	Search	INT	1	=	1	+	+
✓	Sense Motive	WIS	1	=	1	+	+
✓	Spot	WIS	3	=	1	+	2
✓	Survival	WIS	1	=	1	+	+
✓	Swim	STR	1	=	1	+	+
✓	Treat Injury	WIS	1	=	1	+	+
				=		+	+
					=	+	+
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.							

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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

TALENTS	
Charm (Female, Male)	0
Coordinate	See text
Fast-Talk	See text

FEATS	
Alertness	The character gets a +2 bonus on all Listen checks and Spot checks
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally

PROFICIENCIES	
Beam Sword, Brass Knuckles, Cleaver, Club, Concussion Rod, Crossbow, Flamethrower, High Frequency Sword, Javelin, Knife, Laser Optics, Metal Baton, Pepper Spray, Pistol Whip, Quarterstaff, Rifle Butt, Sap, Stun Baton, Stun Gun, Taser, Tonfa, Unarmed Strike, Whip	

LANGUAGES	
Andorian, Federation	

TEMPLATES	
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