

New1

NAME

Cha10 Pilo10

190000

Vulcan

Medium

0'0"

0 lbs.

87

POINTS

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

VISION

20

210000

0

Male

TCL

NEXT LEVEL

AGE

GENDER

EYES

HAIR

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP SCORE

TEMP MODIFIER

STR

Strength

14

+2

DEX

Dexterity

12

+1

CON

Constitution

12

+1

INT

Intelligence

14

+2

WIS

Wisdom

12

+1

CHA

Charisma

14

+2

HP

hit points

103

AC

armor class

24

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE THRESHOLD

12

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL

FLAT

TOUCH

BASE

CLASS BONUS

EQUIP BONUS

DEX MODIFIER

SIZE MODIFIER

MISC BONUS

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

23

24

10

13

0

1

0

0

0

+0

0

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

+1

+0

BASE ATTACK

bonus

+12/+7/+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MISC MODIFIER

TEMP MODIFIER

FORTITUDE

(constitution)

+9

+8

+1

+0

REFLEX

(dexterity)

+13

+12

+1

+0

WILL

(wisdom)

+7

+6

+1

+0

REPUTATION

10

ACTION POINTS

161

WEALTH

4

MELEE

attack bonus

+14/+9/+4

RANGED

attack bonus

+13/+8/+3

TOTAL

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

+12/+7/+2

+2

+0

+0

TOTAL

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

+12/+7/+2

+1

+0

+0

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+15/+10/+5

1d6+2

20/x2

*Claw

CURRENT HAND

TYPE

SIZE

CRITICAL

TOTAL ATTACK BONUS

Primary

PS

M

20/x2

DAMAGE

1d6+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.

SKILLS						MAX RANKS 23/11.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Balance	DEX	1	= 1	+	+		
✓ Bluff	CHA	2	= 2	+	+		
✓ Climb	STR	2	= 2	+	+		
✓ Computer Use	INT	4	= 2	+	+	2	
✓ Concentration	CON	1	= 1	+	+		
✓ Craft (Structural)	INT	4	= 2	+	2.0	+	
✓ Craft (Visual Art)	INT	2	= 2	+	+		
✓ Craft (Writing)	INT	2	= 2	+	+		
✓ Diplomacy	CHA	2	= 2	+	+		
✓ Disguise	CHA	2	= 2	+	+		
✓ Drive	DEX	1	= 1	+	+		
✓ Escape Artist	DEX	1	= 1	+	+		
✓ Forgery	INT	2	= 2	+	+		
✓ Gamble	WIS	1	= 1	+	+		
✓ Gather Information	CHA	2	= 2	+	+		
✓ Hide	DEX	4	= 1	+	3.0	+	
✓ Intimidate	CHA	2	= 2	+	+		
✓ Jump	STR	2	= 2	+	+		
✓ Listen	WIS	3	= 1	+	+	2	
✓ Move Silently	DEX	1	= 1	+	+		
✓ Navigate	INT	2	= 2	+	+		
✓ Perform (Act)	CHA	2	= 2	+	+		
✓ Perform (Dance)	CHA	2	= 2	+	+		
✓ Perform (Keyboards)	CHA	2	= 2	+	+		
✓ Perform (Percussion Instruments)	CHA	2	= 2	+	+		
✓ Perform (Sing)	CHA	2	= 2	+	+		
✓ Perform (Stand-Up)	CHA	2	= 2	+	+		
✓ Perform (Stringed Instruments)	CHA	2	= 2	+	+		
✓ Perform (Wind Instruments)	CHA	2	= 2	+	+		
✓ Profession	WIS	1	= 1	+	+		
✓ Research	INT	2	= 2	+	+		
✓ Ride	DEX	1	= 1	+	+		
✓ Search	INT	2	= 2	+	+		
✓ Sense Motive	WIS	1	= 1	+	+		
✓ Spot	WIS	1	= 1	+	+		
✓ Survival	WIS	1	= 1	+	+		
✓ Swim	STR	2	= 2	+	+		
✓ Treat Injury	WIS	1	= 1	+	+		

✓: can be used untrained. X: exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Claw	Equipped	1	0.0	0.0

TOTAL WEIGHT CARRIED/VALUE 0 lbs. 0.0 gp

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

FEATS

Archaic Weapons Proficiency	The character takes no penalty on attack rolls when using any kind of archaic weapon
Armor Proficiency (Light)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
Brawl	When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier
Improved Natural Healing	You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.
Nerve Pinch	You can incapacitate foes with a vicelike pinch
Personal Firearms Proficiency	The character can fire any personal firearm without penalty
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally

PROFICIENCIES

AKM/AK-47, Barrett Light Fifty, Beam Sword, Benelli 121 M1, Beretta 92F, Beretta 93R, Beretta M3P, Brass Knuckles, Browning BPS, Claw, Cleaver, Club, Colt Double Eagle, Colt M1911, Colt Python, Compound Bow, Concussion Rifle, Concussion Rod, Crossbow, Cryonic Rifle, Crystal Pistol, Derringer, Desert Eagle, Disintegrator, Disruptor, Disruptor Rifle, Falcon .45, Fixed Bayonet, Flamethrower, Glock 17, Glock 20, Gravity Snare, Greatsword, Hatchet, High Frequency Sword, HK G3, HK MP5, HK MP5K, HK PSG1, Javelin, Knife, Laser Optics, Laser Pistol, Laser Rifle, Laser Sniper Rifle, Lightning Gun, Longsword, M-60, M16A2, M4 Carbine, MAC Ingram M10, Machete, Metal Baton, Mini-Grenade Launcher, Mini-Rocket Launcher, Mossberg, OICW Assault Rifle, Pathfinder, Pepper Spray, Phaser, Phaser Rifle, Pistol Whip, Plasma Pistol, Plasma Rifle, Pulse Phaser, Pulse Rifle, Quarterstaff, Rail Gun, Rapier, Remington 700, Repeating Phaser, Rifle Butt, Ruger Service-Six, S and W M29, Sap, Sawed-Off Shotgun, Shuriken, SITES M9, Skorpion, Sonic Beam, Spear, Steyr AUG, Straight Razor, Stun Baton, Stun Gun, Sword Cane, TACMIL Sniper Rifle, Tangler Gun, Taser, TEC-9, Tonfa, Twin thunder machine gun, Unarmed Strike, Uzi, Walther PPK, Whip, Winchester 94

LANGUAGES

Federation, Vulcan

ALLEGIANCES

TEMPLATES