

Adi-Wa

NAME

Nbl4

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	8	-1	8	-1	8	-1
DEX	8	-1	8	-1	8	-1
CON	8	-1	8	-1	8	-1
INT	19	+4	19	+4	19	+4
WIS	18	+4	18	+4	18	+4
CHA	17	+3	17	+3	17	+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE	+13	=	+10	+	-1	+	+0	+	+4	+	+0	+	
REFLEX	+14	=	+11	+	-1	+	+0	+	+4	+	+0	+	
WILL	+20	=	+12	+	+4	+	+0	+	+4	+	+0	+	

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE	+2	=	+3	+	-1	+	+0	+	+0	+	+0	+	
RANGED	+2	=	+3	+	-1	+	+0	+	+0	+	+0	+	
GRAPPLE	+2	=	+3	+	-1	+	+0	+	+0	+	+0	+	

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

*Blaster Pistol (Heavy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	Ene	M	20/x2	5 ft.
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+4	+2	+0	-3	-5	
Dam	3d8+3	3d8+3	3d8+3	3d8+2	3d8+2	
Special Properties	Stun 2d8					

\*: 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
-------	------	----	--------	-------	---------------

Mike Mason

PLAYERNAME

Cerean

Medium

0' 0"

0 lbs.

ALIGNMENT

Normal

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

POINTS

32

AGE

GENDER

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	8	-1	8	-1	8	-1
DEX	8	-1	8	-1	8	-1
CON	8	-1	8	-1	8	-1
INT	19	+4	19	+4	19	+4
WIS	18	+4	18	+4	18	+4
CHA	17	+3	17	+3	17	+3

HP

25

WOUNDS/CURRENT HP

AC

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

WALK

30 ft.

INITIATIVE

+11

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+3

bonus

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	1	= -1	+ 2.0	+
✓	Climb	STR	1	= -1	+ 2.0	+
✓	Deception	CHA	10	= 3	+ 2.0	+ 5
✓	Endurance	CON	1	= -1	+ 2.0	+
✓	Gather Information	CHA	10	= 3	+ 2.0	+ 5
✓	Initiative	DEX	11	= -1	+ 2.0	+ 10
✓	Jump	STR	1	= -1	+ 2.0	+
✓	Knowledge (Bureaucracy)	INT	11	= 4	+ 2.0	+ 5
✓	Knowledge (Galactic Lore)	INT	11	= 4	+ 2.0	+ 5
✓	Knowledge (Life Sciences)	INT	6	= 4	+ 2.0	+
✓	Knowledge (Physical Sciences)	INT	6	= 4	+ 2.0	+
✓	Knowledge (Social Sciences)	INT	6	= 4	+ 2.0	+
✓	Knowledge (Tactics)	INT	6	= 4	+ 2.0	+
✓	Knowledge (Technology)	INT	11	= 4	+ 2.0	+ 5
✓	Mechanics	INT	6	= 4	+ 2.0	+
✓	Perception	WIS	16	= 4	+ 2.0	+ 10
✓	Persuasion	CHA	10	= 3	+ 2.0	+ 5
✓	Pilot	DEX	1	= -1	+ 2.0	+
✓	Ride	DEX	1	= -1	+ 2.0	+
✓	Stealth	DEX	1	= -1	+ 2.0	+
✓	Survival	WIS	6	= 4	+ 2.0	+
✓	Swim	STR	1	= -1	+ 2.0	+
✓	Treat Injury	WIS	11	= 4	+ 2.0	+ 5
✓	Use Computer	INT	11	= 4	+ 2.0	+ 5
✓	Use the Force	CHA	5	= 3	+ 2.0	+
				=	+	+
				=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Blaster Pistol (Heavy)	Equipped	1	1.3	750.0
Stun 2d8				
TOTAL WEIGHT CARRIED/VALUE			1.3 lbs.750.0 gp	

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

Special Qualities	
Intuitive Initiative	[SWSE]
May reroll Initiative Check	

Talents	
Educated	[SWSE]
Wealth	[SWSE]

Feats	
Point Blank Shot	[SWSE]
You get a +1 bonus on attack and damage rolls with ranged weapons against opponents within point blank range.	
Skill Focus (Perception)	[SWSE]
Gain a +5 competence bonus on skill checks with one trained skill.	
Skill Training (Knowledge (Bureaucracy), Deception, Knowledge (Technology), Perception, Persuasion, Use Computer, Gather Information, Initiative, Knowledge (Galactic Lore), Treat Injury)	[SWSE]
You become trained in one class skill.	
Weapon Finese	[SWSE]
When using a light melee weapon or a lightsaber, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.	
Weapon Focus (Pistols)	[SWSE, p.]
You gain a +1 bonus on all attack rolls you make using the selected exotic weapon or weapon group.	
Linguist	[SWSE]
Gain bonus languages equal to 1 + your Int modifier (min 1).	
Pistols Weapon Proficiency	[SWSE]
You are proficient with pistols.	
Simple Weapon Proficiency	[SWSE]
You are proficient with simple weapons.	

PROFICIENCIES
Pistols, Simple, Unarmed Strike

LANGUAGES
Basic, Binary, Bocce, Cerean, Durese, High Galactic, Kel Dor, Mon Calamarian, Quarrenese, Rodese, Shyriiwook

TEMPLATES
ClassLeveling



## Notes:

Character Sheet Notes: