

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Blaster Pistol (Heavy)	Equipped	1	1.3	750.0
Stun 2d8				
Fire extinguisher	Carried	1	3.0	50.0
TOTAL WEIGHT CARRIED/VALUE			4.3 lbs.800.0 gp	

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

Special Qualities	
Expert Pilot	[SWSE]
May reroll any Pilot check	

Talents	
Improved Stealth	[SWSE]
Jury-Rigger	[SWSE]

Feats	
Double Attack	[SWSE]
Far Shot	[SWSE]
Point Blank Shot	[SWSE]
You get a +1 bonus on attack and damage rolls with ranged weapons against opponents within point blank range.	
Quick Draw	[SWSE]
You can draw or holster a weapon as a swift action instead of a move action.	
Skill Training (Perception, Pilot, Stealth, Knowledge (Galactic Lore), Knowledge (Physical Sciences), Knowledge (Life Sciences), Mechanics, Knowledge (Technology), Knowledge (Bureaucracy))	[SWSE]
You become trained in one class skill.	
Pistols Weapon Proficiency	[SWSE]
You are proficient with pistols.	
Rifles Weapon Proficiency	[SWSE]
You are proficient with rifles.	
Simple Weapon Proficiency	[SWSE]
You are proficient with simple weapons.	

PROFICIENCIES	
Pistols, Rifles, Simple, Unarmed Strike	

LANGUAGES	
Basic, Binary, Durese, High Galactic, Shyriiwook, Sith	

TEMPLATES	
ClassLeveling	

Notes:

Character Sheet Notes: