

Dex

NAME		PLAYERNAME		DEITY		None	
Jedi5		Bothan		0' 0"		ALIGNMENT	
CLASS		Medium		0 lbs.			
EXPERIENCE		SIZE		HEIGHT		VISION	
5		0		Male		0	
Character Level		GENDER		EYES		POINTS	
NEXT LEVEL		AGE		HAIR			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	19	+4	19	+4	19	+4
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	16	+3	16	+3	16	+3

VP Vitality	67	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points	12	DAMAGE REDUCTION		SPEED		
AC armor class	20	16	20	10	0	0	4	0	0	6	Walk 30 ft.	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	
INITIATIVE		+4	+4	+0								
TOTAL		DEX MODIFIER	MISC MODIFIER									
BASE ATTACK bonus		+5										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	+0	+1	+0	+6	+0		
REFLEX (dexterity)	+10	+0	+4	+0	+6	+0		
WILL (wisdom)	+12	+0	+4	+0	+8	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus		+1	+0	+0	+0	
RANGED attack bonus		+4	+0	+0	+0	
GRAPPLE attack bonus		+1	+0	+0	+0	

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

*Lightsaber	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
		2d8+1			
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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
				RANKS		MISC MODIFIER
✓	Acrobatics	DEX	6	= 4	+ 2.0	+
✓	Climb	STR	3	= 1	+ 2.0	+
✓	Deception	CHA	5	= 3	+ 2.0	+
✓	Endurance	CON	3	= 1	+ 2.0	+
✓	Gather Information	CHA	5	= 3	+ 2.0	+
✓	Initiative	DEX	11	= 4	+ 2.0	5
✓	Jump	STR	3	= 1	+ 2.0	+
✓	Knowledge (Bureaucracy)	INT	3	= 1	+ 2.0	+
✓	Knowledge (Galactic Lore)	INT	3	= 1	+ 2.0	+
✓	Knowledge (Life Sciences)	INT	8	= 1	+ 2.0	5
✓	Knowledge (Physical Sciences)	INT	3	= 1	+ 2.0	+
✓	Knowledge (Social Sciences)	INT	8	= 1	+ 2.0	5
✓	Knowledge (Tactics)	INT	8	= 1	+ 2.0	5
✓	Knowledge (Technology)	INT	3	= 1	+ 2.0	+
✓	Mechanics	INT	3	= 1	+ 2.0	+
✓	Perception	WIS	11	= 4	+ 2.0	5
✓	Persuasion	CHA	5	= 3	+ 2.0	+
✓	Pilot	DEX	11	= 4	+ 2.0	5
✓	Ride	DEX	6	= 4	+ 2.0	+
✓	Stealth	DEX	6	= 4	+ 2.0	+
✓	Survival	WIS	6	= 4	+ 2.0	+
✓	Swim	STR	3	= 1	+ 2.0	+
✓	Treat Injury	WIS	6	= 4	+ 2.0	+
✓	Use Computer	INT	3	= 1	+ 2.0	+
✓	Use the Force	CHA	10	= 3	+ 2.0	5
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Lightsaber	Equipped	1	1.0	3000.0
TOTAL WEIGHT CARRIED/VALUE			1 lbs.	3000.0 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

FEATS	
Double Attack	
Dual Weapon Mastery 1	Take a -5 penalty on attacks when attacking with two weapons or both ends of a double weapon.
Improved Disarm	
Skill Training-Jedi (Initiative, Knowledge (Life Sciences), Knowledge (Social Sciences), Knowledge (Tactics), Perception, Pilot, Use the Force)	You become trained in one class skill.
Force Sensitivity	You can make 'Use the Force' checks and gain access to Force Talents.

PROFICIENCIES

LANGUAGES
Basic

Notes:

Character Sheet Notes: