

Chagga

NAME

Sld4

CLASS

4

Character Level

6000

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Wookie

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

0' 0"

HEIGHT

EYES

0 lbs.

WEIGHT

HAIR

ALIGNMENT

Normal

VISION

32

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

20

+5

20

+5

20

+5

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

18

+4

18

+4

18

+4

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

7

-2

7

-2

7

-2

CHA

Charisma

7

-2

7

-2

7

-2

HP

hit points

54

WOUNDS/CURRENT HP

AC

armor class

17

TOTAL

15

FLAT

17

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

5

MISC

INITIATIVE

modifier

+9

TOTAL

+2

DEX MODIFIER

+7

MISC MODIFIER

BASE ATTACK

bonus

+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓

Acrobatics

DEX

4

=

2

+

2.0

+

✓

Climb

STR

7

=

5

+

2.0

+

✓

Deception

CHA

0

=

-2

+

2.0

+

✓

Endurance

CON

6

=

4

+

2.0

+

✓

Gather Information

CHA

0

=

-2

+

2.0

+

✓

Initiative

DEX

9

=

2

+

2.0

+

5

✓

Jump

STR

7

=

5

+

2.0

+

✓

Knowledge (Bureaucracy)

INT

2

=

0

+

2.0

+

✓

Knowledge (Galactic Lore)

INT

2

=

0

+

2.0

+

✓

Knowledge (Life Sciences)

INT

2

=

0

+

2.0

+

✓

Knowledge (Physical Sciences)

INT

2

=

0

+

2.0

+

✓

Knowledge (Social Sciences)

INT

2

=

0

+

2.0

+

✓

Knowledge (Tactics)

INT

2

=

0

+

2.0

+

✓

Knowledge (Technology)

INT

2

=

0

+

2.0

+

✓

Mechanics

INT

2

=

0

+

2.0

+

✓

Perception

WIS

5

=

-2

+

2.0

+

5

✓

Persuasion

CHA

0

=

-2

+

2.0

+

✓

Pilot

DEX

9

=

2

+

2.0

+

5

✓

Ride

DEX

4

=

2

+

2.0

+

✓

Stealth

DEX

4

=

2

+

2.0

+

✓

Survival

WIS

0

=

-2

+

2.0

+

✓

Swim

STR

7

=

5

+

2.0

+

✓

Treat Injury

WIS

0

=

-2

+

2.0

+

✓

Use Computer

INT

2

=

0

+

2.0

+

✓

Use the Force

CHA

0

=

-2

+

2.0

+

=

+

+

=

+

+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+22

=

+12

+

+4

+

+0

+

+6

+

+0

+

REFLEX

(dexterity)

+17

=

+11

+

+2

+

+0

+

+4

+

+0

+

WILL

(wisdom)

+12

=

+10

+

-2

+

+0

+

+4

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+9

=

+4

+

+5

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+9

=

+4

+

+5

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+9

1d3+7

20/x2

5 ft.

\*Bowcaster

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PEne

M

20/x2

5 ft.

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+6

+4

+2

+0

-2

Dam

3d10+2

3d10+2

3d10+2

3d10+2

3d10+2

Special Properties

Knife

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+9

1d4+7

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bowcaster	Equipped	1	8.0	1500.0	
Knife	Carried	1	1.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			9 lbs.	1525.0 gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

Special Attacks	
Rage	[SWSE]

Special Qualities	
Extraordinary Recuperation	[SWSE]

Talents	
Gun Club	[SWSE]
Harm's Way	[SWSE]

Feats	
Double Attack	[SWSE]
Great Cleave	[SWSE, p.]
See Text	
Mighty Swing	[SWSE]
Spend two swift actions to deal extra damage in melee.	
Power Attack	[SWSE]
On your action, before making attack rolls for a round, you may choose to subtract up to 4 from all melee attack rolls and add the same number to all melee damage rolls.	
Skill Training (Initiative, Perception, Pilot)	[SWSE]
You become trained in one class skill.	
Armor Proficiency (Light)	[SWSE]
You are proficient with light armors.	
Armor Proficiency (Medium)	[SWSE]
You are proficient with medium armors.	
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
Bowcaster, Pistols, Rifles, Simple, Unarmed Strike

LANGUAGES
Basic, Cerean, Durese, Ithorese, Kel Dor, Mon Calamarian, Ryl, Shyriiwook

TEMPLATES
ClassLeveling



## Notes:

Character Sheet Notes: