



OshKosh B'gosh

Character Name

Berserker 1

Class(es) & Level

Iktotchi

Species

0

Experience Points

300

XP Next Level

Chaotic Balanced

Alignment

Force Adept

Background

Player's Name

+2

STRENGTH

15

● +4 Saving Throw

○ ◇ +2 Athletics

+1

DEXTERITY

12

○ +1 Saving Throw

○ ◇ +1 Acrobatics

○ ◇ +1 Sleight of Hand

○ ◇ +1 Stealth *

+0

CONSTITUTION

10

● +2 Saving Throw

+3

INTELLIGENCE

17

○ +3 Saving Throw

○ ◇ +3 Investigation

○ ◇ +3 Lore

○ ◇ +3 Nature

○ ◇ +3 Piloting

○ ◇ +3 Technology

-1

WISDOM

8

○ -1 Saving Throw

○ ◇ -1 Animal Handling

○ ◇ -1 Insight

○ ◇ -1 Medicine

○ ◇ -1 Perception

○ ◇ -1 Survival

+1

CHARISMA

13

○ +1 Saving Throw

○ ◇ +1 Deception

○ ◇ +1 Intimidation

○ ◇ +1 Performance

○ ◇ +1 Persuasion

● Proficient | ◆ Expertise | * Armor penalty

+2

PROFICIENCY BONUS

11

Medium Armor Master (feat): ○

ARMOR CLASS

End: AC Max Weight

Bonus Bonus DEX

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

+1

INITIATIVE

HIT POINTS MAXIMUM 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM 1d12

□ □ □ □ □ □ □ □ □ □ □ □

HIT DICE SPENT

Successes ○ ○ ○ Failed ○ ○ ○

DEATH SAVES

Weapon Attack Damage/Type Range Weight

Vibroblade

+4

1d8+2 Kinetic

Versatile (1d10)

Unarmed Strike

+4

3 Kinetic

WEAPONS & AMMUNITIONS

9

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

SPEED

base

30 ft

hour

3 miles

day

24 miles

special movement

○ Rage

□ □ □ □ □

○ Unarmored Defense

□ □ □ □ □

○ Ability Score Increase

□ □ □ □ □

○ Age

□ □ □ □ □

○ Alignment

□ □ □ □ □

○ Horns

□ □ □ □ □

○ Languages

□ □ □ □ □

○ Pilot

□ □ □ □ □

○ Precognition

□ □ □ □ □

○ Refresh after short/long rest | ● Refresh after long rest | □ Use

All Vibroweapons, Simple Blasters, Light Armor, Medium Armor, Two Of Your Choice Of Artisans Implements Gaming Sets Or Musical Instruments

PROFICIENCIES

Galactic Basic

LANGUAGES

Rage: _ ****Berserker:**** 1st level_ In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action if you aren't wearing heavy armor. While raging, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a berserker, as shown in the Rage Damage column of the berserker table.
- You have resistance to kinetic and energy damage.

If you are able to cast powers, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, you don heavy armor, or if your turn ends and you haven't taken a hostile action or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

You can enter a rage a number of times as shown for your berserker level in the Rages column of the berserker table. You regain all expended uses when you complete a long rest.

Unarmored Defense: _ ****Berserker:**** 1st level_

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Ability Score Increase: Your Intelligence score increases by 2, and your Strength

Place of Birth
Iktotch

Age	28	Gender	Male
Height	5'10"	Weight	170
Size		Hair	None
Eyes	Black	Skin	Pink

Appearance

Nice

Personality traits

I would rather make a new friend than a new enemy. We are all connected to each other.

Ideals

We must help bring about the changes the Force is constantly working in the world.
(Chaotic)

Bonds

I will become the greatest user of the Force that ever lived.

Flaws

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life

Background Feature **Guided by the Force**

When you attempt to learn a piece of knowledge, you often instinctively know where or from whom you can obtain it. Usually, this information comes from a seemingly random person, book, or data file. Your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

CHARACTER DATA

Believes in typical Iktotchi lifestyle, but has broken away from the norm

Age: Iktotchi reach adulthood in their late teens and live less than a century.

BACKSTORY

[illegible]

.....Weight: 50 pieces=1 lb.

GEMS AND TREASURE

Where	How much	When

Loaned, deposited or received values or goods

STORAGE

EQUIPMENT

Each size category above Medium x2, Tiny creatures ½

ENCUMBERED

75 lbs.

Strength x5 lb.

HEAVILY ENCUMB.

150 lbs.

Strength x10 lb.

MAX CARRYING

225 lbs.

Strength x15 lb.

PUSH, DRAG
LIFT

450 lbs.

Strength x30 lb.

Speed -10 ft.

Spd. -20ft. | Disadvantage on
Str, Dex, Con ability checks, ST, attacks

CARRYING CAPACITY