



Zevaa Cir'du

Character Name

Scout (Stalker Technique) 3

Class(es) & Level

Mirialan

Species

900

Experience Points

2700

XP Next Level

Chaotic Balanced

Alignment

Custom

Background

Player's Name

-1

STRENGTH

8

● +1 Saving Throw

○ ◇ -1 Athletics

+3

DEXTERITY

17

● +5 Saving Throw

○ ◇ +3 Acrobatics

○ ◇ +3 Sleight of Hand

○ ◇ +3 Stealth *

+1

CONSTITUTION

12

○ +1 Saving Throw

+2

INTELLIGENCE

14

○ +2 Saving Throw

○ ◇ +2 Investigation

○ ◇ +2 Lore

○ ◇ +2 Nature

○ ◇ +2 Piloting

○ ◇ +2 Technology

+2

WISDOM

14

○ +2 Saving Throw

○ ◇ +2 Animal Handling

○ ◇ +2 Insight

○ ◇ +2 Medicine

○ ◇ +2 Perception

○ ◇ +2 Survival

+0

CHARISMA

10

○ +0 Saving Throw

○ ◇ +0 Deception

○ ◇ +0 Intimidation

○ ◇ +0 Performance

○ ◇ +0 Persuasion

● Proficient | ◆ Expertise | * Armor penalty

+2

PROFICIENCY BONUS

13

Medium Armor Master (feat): ○

ARMOR CLASS

ARMOR, SHIELD, PROTECTIONS

+3

INITIATIVE

HIT POINTS MAXIMUM 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM 3d10

Hit Dice Spent

Successes ○ ○ ○ Failed ○ ○ ○

DEATH SAVES

Weapon

Attack

Damage/Type

Range

Weight

Unarmed Strike

+1

0 Kinetic

WEAPONS & AMMUNITIONS

12

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

SPEED

base

30 ft

hour

3 miles

day

24 miles

special movement

SENSES & MOVEMENT

Pathfinder

Ranger's Quarry

Fighting Style

Techcasting

Accomplished Ambusher

Mark of the Stalker

Scout Routine

Scout Technique

Ability Score Increase

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

COMBAT FEATURES

Fears, abilities, and other features for quick reference in combat

All Blasters, All Vibroweapons, Light Armor, Medium Armor

PROFICIENCIES

Galactic Basic

LANGUAGES

Pathfinder: _**Scout:** 1st level_

You are skilled at navigating the untamed wilds. You ignore difficult terrain, and when traveling for an hour or more, you gain the following benefits:

- Difficult terrain doesn't slow your group, provided they can see and hear you.
- You can't become lost by unenhanced means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food.
- When you make a Wisdom (Survival) check, you gain a bonus to the check equal to your Intelligence modifier.

Ranger's Quarry: _**Scout:** 1st, 5th, 9th, and 17th level_

You learn how to effectively read and track your prey. Once on each of your turns, you can choose a creature you can see within 120 feet and mark it as your quarry (no action required). For the next hour, you gain the following benefits:

- Once per turn, when you hit the target with a weapon attack, you can deal 1d4 additional damage to it of the same type as the weapon's damage. This die changes as you gain scout levels, as shown in the Ranger's Quarry column of the scout table.
- You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it while it's on the same planet as you.

You can only have one creature marked in this way at a time. Beginning at 5th level, you can use your reaction to mark a creature when it enters your line of sight,

FEATURES

Place of Birth

Mirial

Age	26	Gender	Female
Height	5'9	Weight	130
Size		Hair	Black, Nordic Braids, Curly
Eyes	Yellow	Skin	Green

Appearance

Me but cooler

Personality traits

I am incredibly slow to trust. Those who seem the fairest often have the most to hide. The best way to get me to do something is to tell me I can't do it.

Ideals

Measure of Last Resort. Sometimes we have to do things that we REALLY don't want to do, but we must remember that we only do them because we have to. (Chaotic)

Bonds

I suffered a loss because of a mistake I made. That will never happen again.

Flaws

I value success, regardless of the ethics behind the victory.

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

Zevaa was born on Mirial in 26 BBY, where, like most Mirialans, she exhibited force sensitivity as a child. At the age of 3, she was to be brought to the Jedi Temple on Coruscant. The Republic ship she was on with her parents dropped out of hyperspace near the Myrkr system due to hyperdrive troubles, and was soon besieged by local mercenaries. Zevaa's parents were killed in the raid, but the leader of the gang took pity on the young would-be Jedi and took Zevaa in as her own. Being raised on the forest planet Myrkr with the ysalmiri force suppression that affects the planet's surface, Zevaa's force powers were suppressed throughout her childhood, and she never knew she was to be a Jedi. Zevaa developed excellent combat skills both from her mercenary family, and the constant fending off of native vornskr beasts on Myrkr. In her early adulthood, Zevaa showed proficiency in stealth and hand-to-hand combat, running missions for her gang as the Empire rose to power. In the years leading up to the emergence of the Rebel Alliance, Zevaa made a name for herself as a talented bounty hunter, and excellent assassin, still yet unaware of her dormant force powers. Zevaa believes her occasional force premonitions to be simply her excellent intuition, and that situations that seemed tipped in her favor were merely strokes of excellent luck. Zevaa lost a "sister" during a mission she was leading for the gang. This was due to poor leadership and unnecessary risks taken by Zevaa. She sees this as a failure on her part, and is determined to avoid getting close to anyone since.

BACKSTORY

[illegible]

3700

Weight: 50 pieces=1 lb.

CREDITS

GEMS AND TREASURE

Where	How much	When

Loaned, deposited or received values or goods

VALUABLES

STORAGE

Each size category above Medium x2, Tiny creatures ½

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> ENCUMBERED 40 lbs. <small>Strength x5 lb.</small> </div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> HEAVILY ENCUMB. 80 lbs. <small>Strength x10 lb.</small> </div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> MAX CARRYING 120 lbs. <small>Strength x15 lb.</small> </div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> PUSH, DRAG LIFT 240 lbs. <small>Strength x30 lb.</small> </div>
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Speed ~10 ft. Spd. ~20ft. | Disadvantage on Str., Dex, Con ability checks, ST, attacks

CARRYING CAPACITY

