

# Zevaa Cir'du

Character Name

				<b>—</b> 1.		
V	Scout (Stalker T	echnique) 3	Chaotic Balanced			
$\!/\!\!/$	Class(es) & Level		Alignment			
	Mirialan		Custom			
١	Species		Background	_ /		
V	900	2700				
7	Experience Points	XP Next Level	Player's Name			

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STRENGTH	(+2) PROFICIENCY E	BONUS	<b>》〈+3</b> ∑	INITIATIV	/E
• <u>+1</u> Saving Throw			4		
8 O ♦ -1 Athletics	Medium Armor Master (  ARMOR CLASS	(feat): ()	1 ====		
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+3 DEXTERITY			il i		
Saving Throw	į		╢		
17  ○		ļį.	╢	CURRENT H	HIT POINTS
○ ♦ <u>+3</u> Sleight of Hand		!			
○ ◇ <u>+3</u> Stealth *	ARMOR, SHIELD, PROTEC	TIONS			
CONSTITUTION			1 il		
Saving Throw				TEMPORARY	7 HIT POINTS
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INTELLIGENCE					
+2					
14 0 \$\frac{+2}{2} \text{ Investigation}			1 !	HIT DICE	E SPENT
O > +2 Lore			Success	es O O O	Failed ( ) (
I	ADVANTAGES, RESISTANCES,	IMMUNITIES	]	DEATH	~ <b>~</b> ~
○ ♦ <u>+2</u> Piloting	[				
○ <b>◇ <u>+2</u></b> Technology	'		Damage/Type	Rang	ge Weight
WISDOM	Unarmed Strike	+1	0 Kinet	ic	
+2	<u> </u>				
14 0 \$ +2 Animal Handling					
○ ♦ <u>+2</u> Insight	<u> </u>				
○ <b>÷2</b> Medicine					
O $\diamondsuit$ +2 Perception O $\diamondsuit$ +2 Survival					
+O CHARISMA					
Saving Throw					
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○ ♦ +0 Performance	i				
l O > +0 Persuasion	i				
Proficient   ◆ Expertise   * Armor penalty					
Annother Annother Annother		WEAPO	ns & ammunitions		
12 PASSIVE WISDOM (PERCEPTION)					
TABLE HISTORI(FERCEI HON)	○ Pathfinder				
INSPIRATION	○ Ranger's Quarry				
	○ Fighting Style ○ Techcasting				
VISION	Accomplished Ambus	sher			
i	Mark of the Stalker				

COMBAT FEATURES
Feats, abilities, and other features for quick reference in combat

 $\bigcirc$  Refresh after short/long rest | lacktriangle Refresh after long rest |  $\Box$  Use

**Ability Score Increase** 

Scout Routine

Scout Technique

SPEED hour

3 miles

SENSES & MOVEMENT

30 ft

day

24 miles

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.

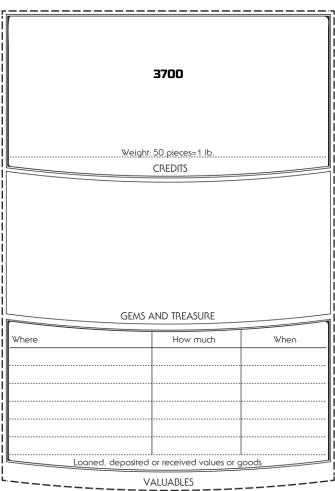
# Background Feature Guided by the Force

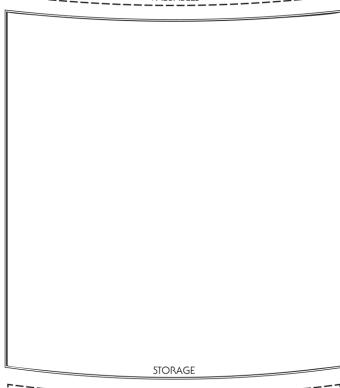
When you attempt to learn a piece of knowledge, you often instinctively know where or from whom you can obtain it. Usually, this information comes from a seemingly random person, book, or data file. Your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that 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.

Security kit Matrix Armor Chained dagger Holster Blaster pistol Blaster pistol  Total Weight on Character Total Weight on Character  14 lbs.  1 Jbs.  1 Jbs.	Item D B P								
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B – Backpack (max 30 lb.)	B – Backpack (max 30 lb.)								
P – Belt Pouch (max 6 lb. per belt pouch)	P – Belt Pouch (max 6 lb. per belt pouch)								
EQUIPMENT									







5	TECH ATTACK MODIFIER: _	+4	 TECH SAVE DC: _	12	
TECH POINTS	FORCE ATTACK MODIFIER: _				FORCE POINTS
	LIGHT SIDE: _				
	DARK SIDE: _				
POINTS USED	UNIVERSAL: _				POINTS USED
	OTTVERSAL				
Illusory Strike					
Electroshock					
Venomous Strike	1				
let of Flame					
	AT-WILL			1st LEVEL	
	2nd LEVEL			3rd LEVEL	
	4th LEVEL			5th LEVEL	
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	6th LEVEL			7th LEVEL	
<u> </u>	8th LEVEL		 	9th LEVEL	