

OshKosh B'gosh

Character Name

	Berserker 1		Chaotic Balanced	
$\!\!\!/\!\!\!/$	Class(es) & Level		Alignment	- W(
	Iktotchi		Force Adept	
٨	Species		Background	- ///
V	0	300		
N	Experience Points	XP Next Level	Player's Name	

			^	7
STRENGTH	(+2) PROFICIENCY B	ONUS	+2 INITIO	ATIVE
+1 • +3 Saving Throw				
13 ○ ◇ <u>+1</u> Athletics	Medium Armor Master (1 ARMOR CLASS	feat): ()	1 I=	1/
DEXTERITY	\\	AC Mox Weight	HIT POINTS MA	AXIMUM 14
+2		I I	<u> </u>	
15 ○ ♦ +2 Acrobatics		I I	CURR	ENT HIT POINTS
○ ◇ <u>+2</u> Sleight of Hand		I		
○	ARMOR, SHIELD, PROTEC	TIONS	_ 	
+2 CONSTITUTION			TEMPO	RARY HIT POINTS
• +4 Saving Throw				NAME THE FORMS
14			HIT DICE MAX	KIMUM 1d12
+2 INTELLIGENCE				
Saving Throw				T DICE SPENT
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○	advantages, Resistances, I	MMUNITIES	1 :	ATH SAVES
○ ♦ <u>+2</u> Piloting	<u> </u>			
○ ♦ <u>+2</u> Technology	Weapon A Vibroblade	+3	damage/Type 1d8+1 Kinetic	Range Weight
-1 WISDOM	Versatile (1d10)		140.114.1040	
8 ○ -1 Saving Throw ○ ◇ -1 Animal Handling	Unarmed Strike	+3	2 Kinetic	
○ ◇ <u>-1</u> Insight				,
○ ○1 Medicine				
 ○ < -1 Perception ○ < -1 Survival 				
CHARISMA				
+0 O +0 Saving Throw	i			
10 ○				
	<u> </u>			
○ ♦ +0 Performance → +0 Persuasion				
● Proficient ◆ Expertise * Armor penalty	!DDDDDUUUU]
- Tolleton V Expense Value Person		WEAPON	S & AMMUNITIONS	
PASSIVE WISDOM (PERCEPTION)	○ Rage			
	○ Unarmored Defense			
INSPIRATION	Ability Score Increas	e		

	○ Rage	
INCOUNTION	○ Unarmored Defense	
INSPIRATION	O Ability Score Increase	
	_ Age	
VISION	_ Alignment	
¦	Horns	
SPEED base hour day	Languages	
30 ft 3 miles 24 miles	Pilot	
	Precognition	
pecial movement	◯ Refresh after short/long rest ● Refresh after long rest □ Use	
SENSES & MOVEMENT	COMBAT FEATURES Feats, abilities, and other features for quick reference in combat	

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 score increases by 1.

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

FEATURES

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

BACKSTORY

Item		D	В	Р
Vibroblade	x2	4 lbs.		<u> </u>
Vibropike	^ <u>^</u>		6 lbs.	
Clothes, common			3 lbs.	
Vibrostaff			4 lbs.	
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Tot	al Weigh		13 lbs.	
Total Weight on	Characte	·	17 lbs.	
D - Donned				
B – Backpack (max 30 lb.)				
P – Belt Pouch (max 6 lb. per belt po	uch)			
EQUIPMEN	JT			





