



Chaf'aegis'kleoni

Character Name

Sentinel 1

Class(es) & Level

Chiss

Species

355000

Experience Points

300

XP Next Level

Lawful Balanced

Alignment

Investigator

Background

Austin

Player's Name

-1

STRENGTH

8

☐ -1 Saving Throw

☐ ☐ -1 Athletics

+0

DEXTERITY

10

☒ +2 Saving Throw

☐ ☐ +0 Acrobatics

☐ ☐ +0 Sleight of Hand

☐ ☐ +0 Stealth *

+1

CONSTITUTION

12

☐ +1 Saving Throw

+3

INTELLIGENCE

17

☐ +3 Saving Throw

☐ ☐ +3 Investigation

☐ ☐ +3 Lore

☐ ☐ +3 Nature

☐ ☐ +3 Piloting

☐ ☐ +3 Technology

+2

WISDOM

14

☐ +2 Saving Throw

☐ ☐ +2 Animal Handling

☐ ☐ +2 Insight

☐ ☐ +2 Medicine

☐ ☐ +2 Perception

☐ ☐ +2 Survival

+2

CHARISMA

14

☒ +4 Saving Throw

☐ ☐ +2 Deception

☐ ☐ +2 Intimidation

☐ ☐ +2 Performance

☐ ☐ +2 Persuasion

● Proficient | ◆ Expertise | * Armor penalty

+2

PROFICIENCY BONUS

10

Medium Armor Master (feat): ☐

ARMOR CLASS

ARMOR, SHIELD, PROTECTIONS

+0

INITIATIVE

HIT POINTS MAXIMUM 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM 1d8

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

☐ Forcecasting

☐ Led by the Force

☐ Keen Mind

☐ Refresh after short/long rest | ☒ Refresh after long rest | ☐ Use

COMBAT FEATURES

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

Simple Vibroweapons, Simple
Lightweapons, Chakram, Doubleblade,
Doublesaber, Doubleshoto, Doublesword,
Hidden Blade, Lightfoil, Light Ring,
Saberwhip, Vibrorapier, Vibrowhip, Light
Armor

PROFICIENCIES

Galactic Basic

LANGUAGES

Forcecasting: ****Sentinel** 1st level**
In your meditations on the force, you have
learned powers, fragments of knowledge
that imbue you with an abiding force ability.
See chapter 10 for the general rules of
forcecasting and chapter 11 for the force
powers list.

Force Powers Known

You learn 7 force powers of your choice,
and you learn more at higher levels, as
shown in the Force Powers Known column
of the sentinel table. You may not learn a
force power of a level higher than your
Max Power Level, and you may learn a
force power at the same time you learn its
prerequisite.

Force Points

You have a number of force points equal to
your sentinel level x 3, as shown in the
Force Points column of the sentinel table,
+ your Wisdom or Charisma modifier (your
choice). You use these force points to cast
force powers. You regain all expended
force points when you finish a long rest.

Max Power Level

Many force powers can be overpowered,
consuming more force points to create a
greater effect. You can overpower these
abilities to a maximum level, which
increases at higher levels, as shown in the
Max Power Level column of the sentinel
table.

You may only cast force powers at 5th, 6th,
and 7th-level once. You regain the ability to
do so after a long rest.

Forcecasting Ability

Your forcecasting ability varies based on
the alignment of the powers you cast. You
use Wisdom for light side powers,
Charisma for dark side powers, and
Wisdom or Charisma for universal powers
(your choice). You use this ability score

FEATURES

Place of Birth

Csilla

Age	30	Gender	Male
Height	5'8	Weight	150
Size		Hair	Black
Eyes	Red	Skin	Yellow

Appearance

Personality traits

I face problems head-on. A simple, direct solution is the best path to success.

Ideals

Independence. When people follow orders blindly, they embrace a kind of tyranny

Bonds

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

Flaws

I'd rather eat my armor than admit when I'm wrong.

Background Feature **Watcher's Eye**

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

CHARACTER DATA

BACKSTORY

[illegible]

150

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; margin-bottom: 5px;">ENCUMBERED</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">40 lbs.</div> <div style="border: 1px solid black; padding: 2px; font-size: 0.7em;">Strength x5 lb.</div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">HEAVILY ENCUMB.</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">80 lbs.</div> <div style="border: 1px solid black; padding: 2px; font-size: 0.7em;">Strength x10 lb.</div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">MAX CARRYING</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">120 lbs.</div> <div style="border: 1px solid black; padding: 2px; font-size: 0.7em;">Strength x15 lb.</div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">PUSH, DRAG LIFT</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">240 lbs.</div> <div style="border: 1px solid black; padding: 2px; font-size: 0.7em;">Strength x30 lb.</div>
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Speed ~10 ft.

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

CARRYING CAPACITY

	<input type="checkbox"/> Battle Precognition <input type="checkbox"/> Breath Control <input type="checkbox"/> Sense Emotion <input type="checkbox"/> Telemetry <input type="checkbox"/> Sense Force <input type="checkbox"/> Heroism <input type="checkbox"/> Wound <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
AT-WILL	1st LEVEL
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2nd LEVEL	3rd LEVEL
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4th LEVEL	5th LEVEL
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6th LEVEL	7th LEVEL
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8th LEVEL	9th LEVEL

