

CHARACTER NAME

Pabu

DESCRIPTION

Mechanic 4

CLASS/LEVEL

Small

30 ft

M

Skittermander

RACE

Vesk-3 (Oeddertchonk)

xenoseeker

THEME

Vesk 3 Prison Station

SIZE

NG

Friendship

SPEED

GENDER HOME WORLD

Luke  
PLAYER

ALIGNMENT DEITY

## ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	10	0	10	0
DEX DEXTERITY	15	2	15	2
CON CONSTITUTION	10	0	10	0
INT INTELLIGENCE	12	1	12	1
WIS WISDOM	10	0	10	0
CHA CHARISMA	16	3	16	3

## SKILLS

SKILL RANKS  
PER LEVEL

4+Int

- ACROBATICS\* (DEX)  
 ATHLETICS\* (STR)  
 BLUFF (CHA)  
 COMPUTERS (INT)  
 CULTURE (INT)  
 DIPLOMACY (CHA)  
 DISGUISE (CHA)  
 ENGINEERING (INT)  
 INTIMIDATE (CHA)  
 LIFE SCIENCE (INT)  
 MEDICINE (INT)  
 MYSTICISM (WIS)  
 PERCEPTION (WIS)  
 PHYSICAL SCIENCE (INT)  
 PILOTING (DEX)  
 PROFESSION (CHA, INT, OR WIS)  
**Maintenance**  
 PROFESSION (CHA, INT, OR WIS)  
 SENSE MOTIVE (WIS)  
 SLEIGHT OF HAND\* (DEX)  
 STEALTH\* (DEX)  
 SURVIVAL (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
2	=	+ 2	+ 2	+ 0
6	= 3	+ 3	+ 0	+ 0
3	=	+ 3	+ 0	+ 0
8	= 3	+ 3	+ 1	+ 1
1	=	+ 1	+ 0	+ 0
5	= 2	+ 3	+ 0	+ 0
3	=	+ 3	+ 0	+ 0
7	= 2	+ 3	+ 1	+ 1
3	=	+ 3	+ 0	+ 0
5	= 1	+ 3	+ 1	+ 0
1	=	+ 1	+ 0	+ 0
0	=	+ 0	+ 0	+ 0
5	= 2	+ 3	+ 0	+ 0
1	=	+ 1	+ 0	+ 0
2	=	+ 2	+ 0	+ 0
0	=	+ 0	+ 0	+ 0

†Trained Only     Class Skill    \*Armor check penalty applies

SKILL NOTES Life Science Checks are reduced by 5 for identifying recent creatures

## INITIATIVE

TOTAL **2** = +2 + 

## HEALTH AND RESOLVE

STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL <b>23</b>	<b>26</b>	<b>3</b>
CURRENT <b>23</b>	<b>26</b>	<b>3</b>

## ARMOR CLASS

EAC ENERGY ARMOR CLASS	TOTAL <b>13</b>	ARMOR BONUS	DEX MOD	MISC MOD
KAC KINETIC ARMOR CLASS	<b>14</b>	= 10 + 2	+ 2	+ 0
AC VS. COMBAT MANEUVERS	<b>22</b>	= 8 + KAC		

DR RESISTANCES

## SAVING THROWS

FORTITUDE (CONSTITUTION)	TOTAL <b>4</b>	BASE SAVE	ABILITY MOD	MISC MOD
REFLEX (DEXTERITY)	<b>4</b>	= 4	+ 2	+ 0
WILL (WISDOM)	<b>1</b>	= 1	+ 0	+ 0

## ATTACK BONUSES

MELEE ATTACK	TOTAL <b>9</b>	BAB	STR MOD	MISC MOD
RANGED ATTACK	<b>5</b>	= 3	+ 2	+ 0
THROWN ATTACK	<b>3</b>	= 3	+ 0	+ 0

## WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
<b>Survival knife</b>	1	+3	1d4 S
CRITICAL ~	RANGE -	TYPE Slash	SPECIAL Analog Operative
<b>Azimuth laser Pistol</b>	1	+5	1d4+2F
CRITICAL Burn 1d4	RANGE 80ft	TYPE Fire	AMMO/USAGE 20/1 (13)
<b>Frag Grenade</b>	1	+2	1d6 P
CRITICAL ~	RANGE 20	TYPE Pierce	AMMO/USAGE Drawn
<b>Incendiary Grenade</b>	1	+3	1d6
CRITICAL	RANGE	TYPE	SPECIAL Explode 1d6

## ABILITIES

Grappler: +2 to grapple maneuver

Hyper: 1/d - 1 extra move action

Low-light vision: Dim as normal

Overload - standard action make powered item nonfunctional for

Reduce DC to 1D rare creatures using Life Science by 5

Bypass: +1 insight bonus for computer and engineer checks (up every 4)

Custom Rig: appropriate tool for com and engineer checks  
MK 1 comm to communicate or control drone (2,500 ft.)

Mechanic Tricks: 2nd level and every 2 after

Svg throw DC (10 + int mod + 1/2 mech level) Portable power

Skill check DC (10 + int + 1/2 x mech)

Hack Directory: aware of Hack countermeasures on fail  
can recheck to deactivate countermeasures

## FEATS AND PROFICIENCIES

Armor: Light

Weapons: Basic melee, grenades,  
small arms

Mobility (Combat): +4 bonus  
to AC against opportunity  
attacks

Weapon specialization  
w/ basic melee, small arms

Multi weapon fighting  
easier full attack (1)

## EQUIPMENT

LEVEL BULK

Second skin (250)	1	L
Survival knife (95)	1	L
Azimuth laser pistol (350)	1	L
1 amm0 battery		

5 flashlight	1	Lx5
hunting rifle (broken)	1	L

Jump Jet

Pretty rocks		
hunting rifle		
1 incendiary grenade		

CREDITS **1,825** TOTAL BULK **1**

OTHER WEALTH **3 WPB**

## CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED
<b>5</b>	<b>10</b>	<b>11</b>

## EXPERIENCE POINTS

XP EARNED	NEXT LEVEL
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## SPELLS KNOWN

0 SPELLS KNOWN

functional for  
1 round)

SPELLS KNOWN    SPELLS PER DAY    SPELL SLOTS USED

1ST    [ ]    [ ]    [ ]

SPELLS KNOWN    SPELLS PER DAY    SPELL SLOTS USED

2ND    [ ]    [ ]    [ ]

SPELLS KNOWN    SPELLS PER DAY    SPELL SLOTS USED

3RD    [ ]    [ ]    [ ]

SPELLS KNOWN    SPELLS PER DAY    SPELL SLOTS USED

4TH    [ ]    [ ]    [ ]

SPELLS KNOWN    SPELLS PER DAY    SPELL SLOTS USED

5TH    [ ]    [ ]    [ ]

SPELLS KNOWN    SPELLS PER DAY    SPELL SLOTS USED

6TH    [ ]    [ ]    [ ]

## LANGUAGES

Common  
VCSK