

CHARACTER RECORD SHEET



NAME **Arrican** PLAYER **Bryan**

SPECIES **Wookiee** CLASS-LEVEL **Soldier 1**

AGE **50** GENDER **M** HEIGHT **7'4"** WEIGHT **480** DESTINY ECL

PREVIOUS LEVEL

NEXT LEVEL

	SCORE	MODIFIER
STRENGTH	18	4
DEXTERITY	14	2
CONSTITUTION	17	3
INTELLIGENCE	14	2
WISDOM	13	1
CHARISMA	9	-1

CONSTITUTION TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.

NORMAL -1 -2 -3 -10

HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS **DR** **SR**

TOTAL **33** CURRENT

INITIATIVE **2** BASE ATTACK

PERCEPTION **6** DAMAGE THRESHOLD **15**

FORCE POINTS **5** SPEED **6** FORT DEFENSE **15**

MISC BONUS

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
PDFT	15	0	2	3	
REF	17	0	1	2	
WILL	11	0		1	

SPECIAL COMBAT OPTIONS

WEAPON **Vibro-ax** ATK

DAMAGE **2d10** CRIT TYPE **Slash**

NOTES

WEAPON **Ion Pistol** ATK **S**

DAMAGE **3d6 Ion** CRIT TYPE **Energy**

NOTES

WEAPON ATK

DAMAGE CRIT TYPE

NOTES

WEAPON ATK

DAMAGE CRIT TYPE

NOTES

ARMOR **Combat Jump Suit** SPEED **-**

REF DEF **4** FORT DEF **0** MAX DEX **0** WEIGHT **8**

NOTES

SKILLS

	SKILL BONUS	MAX LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLIMB	9	0	4	X	<input type="checkbox"/>	<input type="checkbox"/>
DECEPTION	-1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENDURANCE	3	0	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GENERAL INFORMATION	-1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INITIATIVE	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
JUMP	4	0	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE: Tactics	7	0	2	X	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MECHANICS	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PERCEPTION	6	0	1	X	<input type="checkbox"/>	<input type="checkbox"/>
PERSUASION	-1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PILOT	7	0	2	X	<input type="checkbox"/>	<input type="checkbox"/>
RIDE	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	2	0	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SURVIVAL	1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWIM	4	0	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT INJURY	1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
USE COMPUTER	7	0	2	X	<input type="checkbox"/>	<input type="checkbox"/>
USE THE FORCE	-1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

