

CHARACTER NAME

Evdo Kayo

CHARACTER SHEET



By Giffelas
Version 1.04

DESCRIPTION

CLASS/LEVEL: Soldier, 1
 RACE: Vesk
 THEME: Mercenary
 Medium (Base Speed 30, Adjusted Speed 30)
 M (Gender)
 Vesk Prime (Home World)
 Neutral (Alignment)
 Athiest (Deity)
 Joseph (Player)

Head Strong Grenade Enthusiast
 Height 7'2" Weight 280 Age 17
 Skin: Black Eyes: Red

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	21	+5		-5
DEX DEXTERITY	18	+4		-5
CON CONSTITUTION	18	+4		-5
INT INTELLIGENCE	12	+1		-5
WIS WISDOM	12	+1		-5
CHA CHARISMA	10	0		-5

SKILLS

SKILL RANKS PER LEVEL: 5

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	8	1	3	4	
<input checked="" type="checkbox"/> ATHLETICS* (STR)	9	1	3	5	
<input type="checkbox"/> BLUFF (CHA)	0		0	0	
<input type="checkbox"/> COMPUTERS (INT)			0	1	
<input type="checkbox"/> CULTURE (INT)			0	1	
<input type="checkbox"/> DIPLOMACY (CHA)	0		0	0	
<input type="checkbox"/> DISGUISE (CHA)	0		0	0	
<input checked="" type="checkbox"/> ENGINEERING (INT)	5	1	3	1	
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	0		0	0	
<input type="checkbox"/> LIFE SCIENCE (INT)			0	1	
<input checked="" type="checkbox"/> MEDICINE (INT)			0	1	
<input type="checkbox"/> MYSTICISM (WIS)			0	1	
<input type="checkbox"/> PERCEPTION (WIS)	1		0	1	
<input type="checkbox"/> PHYSICAL SCIENCE (INT)			0	1	
<input checked="" type="checkbox"/> PILOTING (DEX)	8	1	3	4	
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	0				
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	0				
<input type="checkbox"/> SENSE MOTIVE (WIS)	1		0	1	
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)			0	4	
<input type="checkbox"/> STEALTH* (DEX)	4		0	4	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	5	1	3	1	

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL = DEX MODIFIER + MISC MODIFIER
 4 = +4 +

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	11	13	6
CURRENT			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EAC ENERGY ARMOR CLASS	16	=10+	2	+4
KAC KINETIC ARMOR CLASS	18	=10+	4	+4
AC VS. COMBAT MANEUVERS	26	= 8 +	KAC	
DR	RESISTANCES		+2 VS. Fear	

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)	6	= 2	+ 4	
REFLEX (DEXTERITY)	4	= 0	+ 4	
WILL (WISDOM)	3	= 2	+ 1	

ATTACK BONUSES

BASE ATTACK BONUS (BAB): 1

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	6	= 1	+5	
RANGED ATTACK	5	= 1	+4	
THROWN ATTACK	6	= 1	+5	

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Claw			1 d3
CRITICAL: 20 x 2	RANGE: s	AMMO/USAGE: s	SPECIAL:
NIL grenade launcher, merc	1	5+1	1 d6
CRITICAL: 20 x 2	RANGE: 60 ft	AMMO/USAGE: 6/1	SPECIAL: 15ft Radius
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

