

CLASS/LEVEL	Soldier/1		RACE	Vesk		THEME	Outlaw	
Medium	Base Speed	Adjusted Speed						
	30	30	M	Vesk Prime				
SIZE	N	SPEED	Atheist	GENDER	HOME WORLD			
ALIGNMENT	DEITY		PLAYER		Joseph			

A Rambunctious Sniper  
Height 7'2" Weight 280 Age 17  
Skin: Black Eyes: Red

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	18	+4		-5
<b>DEX</b> DEXTERITY	19	+4		-5
<b>CON</b> CONSTITUTION	16	+3		-5
<b>INT</b> INTELLIGENCE	12	+1		-5
<b>WIS</b> WISDOM	12	+1		-5
<b>CHA</b> CHARISMA	10	0		-5

SKILLS

SKILL RANKS PER LEVEL

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	8	1	3	4	
<input checked="" type="checkbox"/> ATHLETICS* (STR)	8	1	3	4	
<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)			0	1	
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	4	1	3	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)	5	1	0	4	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	1		0	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	10	13	5
CURRENT			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
<b>EAC</b> ENERGY ARMOR CLASS	17 = 10 +	2	+4	1
<b>KAC</b> KINETIC ARMOR CLASS	20 = 10 +	5	+4	1
AC VS. COMBAT MANEUVERS	28 = 8 +	<b>KAC</b>		
DR	RESISTANCES		+2 vs fear	

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	5	2	3	
<b>REFLEX</b> (DEXTERITY)	4	0	4	
<b>WILL</b> (WISDOM)	3	2	1	

ATTACK BONUSES

BASE ATTACK BONUS (BAB) 1

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

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
Claw	1	5	1 d3
CRITICAL	RANGE	TYPE	AMMO/USAGE
20, x2		S	
Shirren-Eye Rifle, Tactical	2	5+1	1 d10
CRITICAL	RANGE	TYPE	AMMO/USAGE
20, x2	70	P	250 ft.
Tactical Spear	1	5	1d6
CRITICAL	RANGE	TYPE	AMMO/USAGE
20, x2	20	P	
	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

ABILITIES

Sharpshooter  
Snipers aim (ex) pg.115  
Low light vision  
+2 save vs fear

SPELLS KNOWN

0 SPELLS KNOWN


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


Backpack

FEATS AND PROFICIENCIES

Weapon Prof. All  
Armor Prof. Light and Heavy  
Weapon Focus: Sniper Rifle

EQUIPMENT

	LEVEL	BULK
Sniper Ammo (50)	1	1
Golemforged Plate	1	3

CREDITS  TOTAL BULK 4

OTHER WEALTH  
\_\_\_\_\_  
\_\_\_\_\_

CARRYING CAPACITY

UNENCUMBERED	ENCUMBERED	OVERBURDENED
9	18	19

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300

LANGUAGES

Common  
Vesk  
Draconic