

CLASS/LEVEL: Mechanic 1
 RACE: Ysoki (ratfolk)
 THEME: Mercenary
 SIZE: small
 SPEED: 30 (Base Speed) 30 (Adjusted Speed)
 GENDER: female
 HOME WORLD: Desna (Song of Spheres)
 ALIGNMENT: Chaotic Good
 DEITY: Desna (Song of Spheres)
 PLAYER: Ruth

Personality: Vengeful
 Height: 3'6" Weight 65 lbs Age 14
 Fur: Gray Eyes: Blue

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	15	+2		-5
DEX DEXTERITY	18	+4		-5
CON CONSTITUTION	14	+2		-5
INT INTELLIGENCE	20	+5		-5
WIS WISDOM	12	+1		-5
CHA CHARISMA	10	0		-5

SKILLS

SKILL RANKS PER LEVEL: 9

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input type="checkbox"/> ACROBATICS* (DEX)	4		0	4	
<input checked="" type="checkbox"/> ATHLETICS* (STR)	7	1	3	2	1
<input type="checkbox"/> BLUFF (CHA)	0		0	0	
<input checked="" type="checkbox"/> COMPUTERS (INT)	10	1	3	5	1
<input type="checkbox"/> CULTURE (INT)			0	5	
<input type="checkbox"/> DIPLOMACY (CHA)	0		0	0	
<input type="checkbox"/> DISGUISE (CHA)	0		0	0	
<input checked="" type="checkbox"/> ENGINEERING (INT)	10	1	3	5	1
<input type="checkbox"/> INTIMIDATE (CHA)	0		0	0	
<input type="checkbox"/> LIFE SCIENCE (INT)			0	5	
<input checked="" type="checkbox"/> MEDICINE (INT)	9	1	3	5	
<input type="checkbox"/> MYSTICISM (WIS)			0	1	
<input checked="" type="checkbox"/> PERCEPTION (WIS)	5	1	3	1	
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)	9	1	3	5	
<input checked="" type="checkbox"/> PILOTING (DEX)	8	1	3	4	
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS) mercenary INT	9	1	3	5	
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS) CHA	0				
<input type="checkbox"/> SENSE MOTIVE (WIS)	1		0	1	
<input type="checkbox"/> SLEIGHT OF HAND* (DEX)			0	4	
<input type="checkbox"/> STEALTH* (DEX)	5	1	0	4	
<input type="checkbox"/> SURVIVAL (WIS)	1		0	1	

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL: 4 = DEX MODIFIER: +4 + MISC MODIFIER: []

HEALTH AND RESOLVE

STAMINA POINTS: 8
 HIT POINTS: 8
 RESOLVE POINTS: 6
 CURRENT: []

ARMOR CLASS

Armor Worn: [] Armor Penalty: [] Armor Max Dex: [] Speed Adjust: []

EAC ENERGY ARMOR CLASS: TOTAL 15 = 10 + ARMOR BONUS 1 + DEX MOD +4 + MISC MOD []

KAC KINETIC ARMOR CLASS: TOTAL 17 = 10 + ARMOR BONUS 3 + DEX MOD +4 + MISC MOD []

AC VS. COMBAT MANEUVERS: 25 = 8 + **KAC**

DR: [] RESISTANCES: []

SAVING THROWS

FORTITUDE (CONSTITUTION): TOTAL 4 = BASE SAVE 2 + ABILITY MOD 2 + MISC MOD []

REFLEX (DEXTERITY): TOTAL 6 = BASE SAVE 2 + ABILITY MOD 4 + MISC MOD []

WILL (WISDOM): TOTAL 1 = BASE SAVE 0 + ABILITY MOD 1 + MISC MOD []

ATTACK BONUSES

BASE ATTACK BONUS (BAB): 0

MELEE ATTACK: TOTAL 2 = BAB 0 + STR MOD +2 + MISC MOD []

RANGED ATTACK: TOTAL 4 = BAB 0 + DEX MOD +4 + MISC MOD []

THROWN ATTACK: TOTAL 2 = BAB 0 + STR MOD +2 + MISC MOD []

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
knife, survival	1	2	1d4
CRITICAL: 20,x2 RANGE: [] TYPE: S	AMMO/USAGE		SPECIAL
pulsecaster pistol	1	4	1d4
CRITICAL: 20,x2 RANGE: 30 TYPE: Shock	AMMO/USAGE: 20/1		SPECIAL
fragmentation grenade	1	2	1d6
CRITICAL: 20,x2 RANGE: 20 TYPE: P	AMMO/USAGE: 1/1		SPECIAL: w/in 15'
semi-auto pistol, tactical (drone)	1	2	1d6
CRITICAL: 20,x2 RANGE: 30 TYPE: P	AMMO/USAGE: 9/1		SPECIAL

ABILITIES

Theme Knowledge: Military: Culture & Profession (mercenary) +5
Cheek Pouches; Darkvision 60'
Moxie: Stand from prone as swift action & +5 acrobatics vs large
Artificial Intelligence (Ex) - Drone
Bypass (Ex) - Hacker
Custom Rig (Ex) - Communicate w/ Drone (2500'); Tools for hacking;
Armor Upgrade

Drone: Fredriko II
Combat Drone; Med Move: 30' AC EAC 10 KAC 13
HP 10+3, BAB +1 AC +0 Fort +2 Ref +0 Will +0,
Str 14 Dex 12 Con - Int 6 Wis 10 Cha 6
Skill Stealth Rank: 1 Bonus: 3+
Reductive Plating DR 1/-,
weapon mount: semi-auto pistol, tactical w/ 2 magazine (18 rnd)
weapon prof: Toughness

SPELLS KNOWN

0 SPELLS KNOWN

Table with 3 columns: SPELLS KNOWN, SPELLS PER DAY, SPELL SLOTS USED. Row 1ST.

1ST SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Table with 3 columns: SPELLS KNOWN, SPELLS PER DAY, SPELL SLOTS USED. Row 2ND.

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Table with 3 columns: SPELLS KNOWN, SPELLS PER DAY, SPELL SLOTS USED. Row 3RD.

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Table with 3 columns: SPELLS KNOWN, SPELLS PER DAY, SPELL SLOTS USED. Row 4TH.

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Table with 3 columns: SPELLS KNOWN, SPELLS PER DAY, SPELL SLOTS USED. Row 5TH.

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

Table with 3 columns: SPELLS KNOWN, SPELLS PER DAY, SPELL SLOTS USED. Row 6TH.

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

Armor Prof: Light
Weapon Prof: Basic Melee, grenades, small arms
Feat: Weapon Focus(pistol)

Backpack

EQUIPMENT

Table with columns: EQUIPMENT, LEVEL, BULK. Items include: 2 batteries (20 charges), Kasatha microcord I, knife survival, pulsecaster pistol, frag grenades (5).

CREDITS 100 TOTAL BULK 0

OTHER WEALTH

CARRYING CAPACITY

Table with columns: UNENCUMBERED (7), ENCUMBERED (15), OVERBURDENED (16).

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300

LANGUAGES

Common, Ysoki, Draconic, Vesk, Kasatha, Sylvan, Celestial