STARFIND CHARACTER SHEET Hotmjessnir CHARACTER NAME DESCRIPTION By Gilfalas Verision 1.04 Space Goblin Personality: A Prince Among Space Goblins Operative 1 Ace Pilot CLASS/LEVEL Base Speed Adjusted Speed RACE THEME Height: 3'-1" Weight: 50 lbs Age: 1? Small 35 35 Tennessee Prime M Hair: Scraggly Skin: Green Eyes: Red SIZE SPFFD GENDER HOME WORLD Chaotic Neutral Besmara, the Pirate Queen Steve ALIGNMENT DEITY PLAYER DEX MODIFIER MISC TOTAL MODIFIER ABILITY SCORES INITIATIVE 6 +6 UPGRADED MODIFIER UPGRADED SCORE MODIFIER **SCORE** HEALTH AND RESOLVE STR 12 +1 -5 STAMINA POINTS HIT POINTS **RESOLVE POINTS** DEX 23 -5 +6 **TOTAL** 8 7 8 CON 14 +2 -5 **CURRENT** INT +3 -5 16 ARMOR CLASS 10 0 -5 ARMOR BONUS MISC DEX MOD TOTAL **ENERGY** CHA EAC ARMOR CLASS 15 +2 -5 17 =10+ 1 +6 **KINETIC** KAC ARMOR CLASS 2 18 =10++6 SKILL RANKS 11 SKILLS PER LEVEL AC VS. =8+ 26 KAC **COMBAT MANEUVERS** CLASS BONUS ABILITY MOD MISC MOD **RANKS** TOTAL **RESISTANCES** 11 1 3 6 1 DR ☑ ACROBATICS\* (DEX) 2 0 1 1 SAVING THROWS ☑ ATHLETICS\* (STR) BASE SAVE **ABILITY MOD** MISC MOD TOTAL 7 1 3 2 1 ☑ BLUFF (CHA) **FORTITUDE** 2 2 0 **†**☑ COMPUTERS (INT) 8 1 3 3 1 (CONSTITUTION) REFLEX 2 **†**☑ CULTURE (INT) 0 3 1 10 2 6 (DEXTERITY) 2 1 ☐ DIPLOMACY (CHA) 3 0 WILL 2 2 0 (WISDOM) ☑ DISGUISE (CHA) 7 1 3 2 1 BASE ATTACK BONUS **†**☑ ENGINEERING (INT) 13 1 3 3 6 ATTACK BONUSES (BAB) ☑ INTIMIDATE (CHA) 3 2 0 1 BAB STR MOD TOTAL MISC MOD 0 +1 MELEE ATTACK 1 **†**□ LIFE SCIENCE (INT) 0 3 1 **†**☑ MEDICINE (INT) TOTAL 8 1 3 3 1 BAB DEX MOD MISC MOD 0 +6 †□ MYSTICISM (WIS) RANGED ATTACK 6 0 1 0 PERCEPTION (WIS) STR MOD TOTAL BAB MISC MOD 5 1 3 0 1 0 +1 **†**□ PHYSICAL SCIENCE (INT) THROWN ATTACK 0 3 1 ☑ PILOTING (DEX) 12 2 1 3 6 WEAPONS **†**☑ PROFESSION 1 1 WEAPON (CHA, INT, OR WIS) ATTACK BONUS spacedogslicer 1d4 1 1 CRITICAL AMMO/USAGE **†**□ PROFESSION 1 19-20/x2 S 1d6 (CHA, INT, OR WIS) WEAPON ATTACK BONUS LEVEL arc pistol, static 2 1d6 6 ☐ SENSE MOTIVE (WIS) 0 0 1 MMO/USAGE **†**☑ SLEIGHT OF HAND\* (DEX) 11 1 3 6 1 energy 20,x2+arc2 50 20/2 stun ☑ STEALTH\* (DEX) 13 1 3 6 3 WEAPON ATTACK BONUS DAMAGE ☑ SURVIVAL (WIS) 7 1 3 3 0 CRITICAL AMMO/USAGE RANGE

WEAPON

CRITICAL

RANGE

†Trained Only ☑ Class Skill \*Armor check penalty applies

SKILL NOTES

AMMO/USAGE

ATTACK BONUS DAMAGE

SPECIAL

## ABILITIES

Space Goblin: Darkvision 60'; Fast 35' Tinker: As move, fix broken object Operatives Edge: +1 initiative & skills

Trick Attack: skill check before attack adds 1d4 dam, target

flatfooted

Operative Specialization: Hacker

Skill Focus(Engineering) +3

Culture: checks to starships/vehicles +5

#### FEATS AND PROFICIENCIES

Armor Prof: Light

Weapon Prof: basic melee,

small arms & sniper

Lightning Reflexes +2 Reflex

# Backpack

EQUIPMENT	LEVEL	BULK	
spacedogslicer	LLVLL	BOLK	
arc pistol, static			
batteries (2)			
second skin armor			
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		Щ	
		Ш	
		$\vdash$	
CREDITS 200	TOTAL   BULK	0	
OTHER WEALTH			

# LANGUAGES

Common, Goblin, Orc, Terran, Ysoki

Cr II II I II I		- Wa
NENCUMBERED	ENCUMBERED	OVERBURD
6	12	13

## EXPERIENCE POINTS

XP NEXT 1300

SPEL		

O 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 ( ) ( )