

Operative 1

Space Goblin

Ace Pilot

Personality: A Prince Among Space Goblins

CLASS/LEVEL

Base Speed	Adjusted Speed
35	35

RACE

THEME

Small

M

Tennessee Prime

Height: 3'-1" Weight: 50 lbs Age: 1?

SIZE

SPEED

GENDER

HOME WORLD

Chaotic Neutral

Besmara, the Pirate Queen

Steve

Hair: Scraggly Skin: Green Eyes: Red

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	12	+1		-5
<b>DEX</b> DEXTERITY	23	+6		-5
<b>CON</b> CONSTITUTION	14	+2		-5
<b>INT</b> INTELLIGENCE	16	+3		-5
<b>WIS</b> WISDOM	10	0		-5
<b>CHA</b> CHARISMA	15	+2		-5

SKILLS

SKILL RANKS PER LEVEL **11**

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	11	1	3	6	1
<input checked="" type="checkbox"/> ATHLETICS* (STR)	2		0	1	1
<input checked="" type="checkbox"/> BLUFF (CHA)	7	1	3	2	1
<input checked="" type="checkbox"/> COMPUTERS (INT)	8	1	3	3	1
<input checked="" type="checkbox"/> CULTURE (INT)			0	3	1
<input type="checkbox"/> DIPLOMACY (CHA)	3		0	2	1
<input checked="" type="checkbox"/> DISGUISE (CHA)	7	1	3	2	1
<input checked="" type="checkbox"/> ENGINEERING (INT)	13	1	3	3	6
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	3		0	2	1
<input type="checkbox"/> LIFE SCIENCE (INT)			0	3	1
<input checked="" type="checkbox"/> MEDICINE (INT)	8	1	3	3	1
<input type="checkbox"/> MYSTICISM (WIS)			0	0	1
<input checked="" type="checkbox"/> PERCEPTION (WIS)	5	1	3	0	1
<input type="checkbox"/> PHYSICAL SCIENCE (INT)			0	3	1
<input checked="" type="checkbox"/> PILOTING (DEX)	12	1	3	6	2
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	1				1
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	1				1
<input type="checkbox"/> SENSE MOTIVE (WIS)	1		0	0	1
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	11	1	3	6	1
<input checked="" type="checkbox"/> STEALTH* (DEX)	13	1	3	6	3
<input checked="" type="checkbox"/> SURVIVAL (WIS)	7	1	3	0	3

†Trained Only  Class Skill \*Armor check penalty applies

SKILL NOTES

INITIATIVE

TOTAL	DEX MODIFIER	MISC MODIFIER
6	+6	

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	8	8	7
CURRENT			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
<b>EAC</b> ENERGY ARMOR CLASS	17	=10+	1	+6
<b>KAC</b> KINETIC ARMOR CLASS	18	=10+	2	+6
AC VS. COMBAT MANEUVERS	26	= 8 +	<b>KAC</b>	
DR	RESISTANCES			

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	2	= 0	+ 2	
<b>REFLEX</b> (DEXTERITY)	10	= 2	+ 6	+ 2
<b>WILL</b> (WISDOM)	2	= 2	+ 0	

ATTACK BONUSES

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	1	= 0	+ 1	
RANGED ATTACK	6	= 0	+ 6	
THROWN ATTACK	1	= 0	+ 1	

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
spacedogslicer	1	1	1d4
CRITICAL	RANGE	TYPE	AMMO/USAGE
19-20/x2		S	1d6
arc pistol, static	2	6	1d6
CRITICAL	RANGE	TYPE	AMMO/USAGE
20,x2+arc2	50	energy	20/2
stun			
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			

