

NAME: Aurora Kelene	PLAYER: Lisa Blankenship	<h1 style="margin: 0;">STAR WARS</h1> <p style="margin: 0;">ROLEPLAYING GAME</p>
CLASSES: Scoundrel 1	CAMPAIGN: Infinity Event (Rise of the Empire)	

AGE: Adult (18)	GENDER: Female	SPECIES: Human	CHARACTER RECORD SHEET	
SKIN: Caucasian Flesh-tone	HAIR: Blonde	EYES: Blue	HEIGHT: 1.53 m	WEIGHT: 45 kg

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR _{ENGTH}	9	-1		
DEX _{TERITY}	17	+3		
CON _{STITUTION}	15	+2		
INT _{TELLIGENCE}	10	+0		
WIS _{DOM}	7	-2		
CHA _{RISMA}	15	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE [CON]	+2	+0	+2	+0
REFLEX [DEX]	+5	+2	+3	+0
WILL [WIS]	-2	+0	-2	+0

ATTACK BONUSES	TOTAL	BASE	ABILITY MOD	SIZE MOD	MISC MOD
MELEE [STR]	-1	+0	-1	+0	+0
RANGED [DEX]	+3	+0	+3	+0	+0

ARMOR/ PROTECTIVE ITEM	SPECIAL PROPERTIES				
DR	CHECK PENALTY	SPEED	WEIGHT	SIZE	MAX DEX BONUS

WEAPON	ATTACK BONUS				
Punch	-1				
RANGE	WEIGHT	TYPE	SIZE	DAMAGE	CRITICAL
0m	n/a	Melee	Medium	1d3-1	
SPECIAL PROPERTIES					

VITALITY	TOTAL	CURRENT	WOUNDS	TOTAL	CURRENT
	8		15		

DEFENSE	TOTAL	CLASS	DEX MOD	SIZE MOD	MISC BONUS
	15	+2	+3	+0	+0

SPEED	10m	BASE ATTACK	+0	REPUTATION	+0

INITIATIVE	TOTAL	DEX	MISC
	+7	+3	+4

FORCE POINTS			
FORCE POINTS	DARK SIDE POINTS	LIGHT-SIDE DICE	DARK-SIDE DICE
0	0	+1d6	+1d6

NORMAL SKILLS			2	/	4

SKILL NAME	KEY ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL MOD
Appraise	Int	+0	1	+0	+1
Astrogate	Int	+0	0	+0	-
Balance	Dex	+3	1	+0	+4
Bluff	Cha	+2	4	+0	+6
Climb	Str	-1	0	+0	-1
Computer Use	Int	+0	0	+0	+0
Craft ()	Int	+0	0	+0	+0
Craft ()	Int	+0	0	+0	+0
Craft ()	Int	+0	0	+0	+0
Demolitions	Int	+0	0	+0	-
Diplomacy	Cha	+2	0	+0	+2
Disable Device	Int	+0	4	+0	+4
Disguise	Cha	+2	0	+0	+2
Entertain ()	Cha	+2	0	+0	+2
Entertain ()	Cha	+2	0	+0	+2
Escape Artist	Dex	+3	0	+0	+3
Forgery	Int	+0	0	+0	+0
Gamble	Wis	-2	4	+0	+2
Gather Information	Cha	+2	3	+0	+5
Handle Animal	Cha	+2	0	+0	-
Hide	Dex	+3	4	+2	+9
Intimidate	Cha	+2	0	+0	+2
Jump	Str	-1	0	+0	-1

WEAPON		ATTACK BONUS			
Blaster [Pistol, Naboo Royal]		Normal: +3 or -1/-1 Pri Hand: -1 or -5/-5 Off Hand: -5 or -9			
RANGE	WEIGHT	TYPE	SIZE	DAMAGE	CRITICAL
4m	0	Energy	Small	3d4	19-20
SPECIAL PROPERTIES					
EQUIPMENT					
Comlink, Credit Chip					
SPECIAL QUALITIES					
Illicit barter					
CHARACTER NOTES					

NORMAL SKILLS			2	/	4
SKILL NAME	KEY ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL MOD
Knowledge ()	Int	+0	0	+0	-
Knowledge ()	Int	+0	0	+0	-
Knowledge ()	Int	+0	0	+0	-
Knowledge ()	Int	+0	0	+0	-
Knowledge ()	Int	+0	0	+0	-
Listen	Wis	-2	3	+0	+1
Move Silently	Dex	+3	4	+2	+9
Pilot	Dex	+3	0	+0	+3
Profession ()	Wis	-2	0	+0	-
Profession ()	Wis	-2	0	+0	-
Profession ()	Wis	-2	0	+0	-
Read/Write Language	Int	+0	0	+0	-
Repair	Int	+0	0	+0	-
Ride	Dex	+3	0	+0	+3
Search	Int	+0	4	+0	+4
Sense Motive	Wis	-2	0	+0	-2
Sleight of Hand	Dex	+3	2	+0	+5
Speak Language	Int	+0	0	+0	-
Spot	Wis	-2	2	+0	+0
Survival	Wis	-2	0	+0	-2
Swim	Str	-1	0	+0	-1
Treat Injury	Wis	-2	0	+0	-2
Tumble	Dex	+3	0	+0	-
NORMAL FEATS					
Improved Initiative, Stealthy, Weapons Group Proficiency (blaster pistols, simple weapons)					
SPEAK LANGUAGES					
Basic					
READ/WRITE LANGUAGES					
Basic					