

N'Var H'Vas

Male > Human > Fringer > Level 1

Strength	13 (+1)	Size:	Medium
Dexterity	14 (+2)	Height:	1.9 meters
Constitution	13 (+1)	Weight:	135 kg
Intelligence	16 (+3)	Skin:	Tan
Wisdom	12 (+1)	Eyes:	Hazel
Charisma	9 (-1)	Hair:	Dark Brown

Total Vitality Points: 9
Total Wound Points: 13

Speed: 10 meters / round

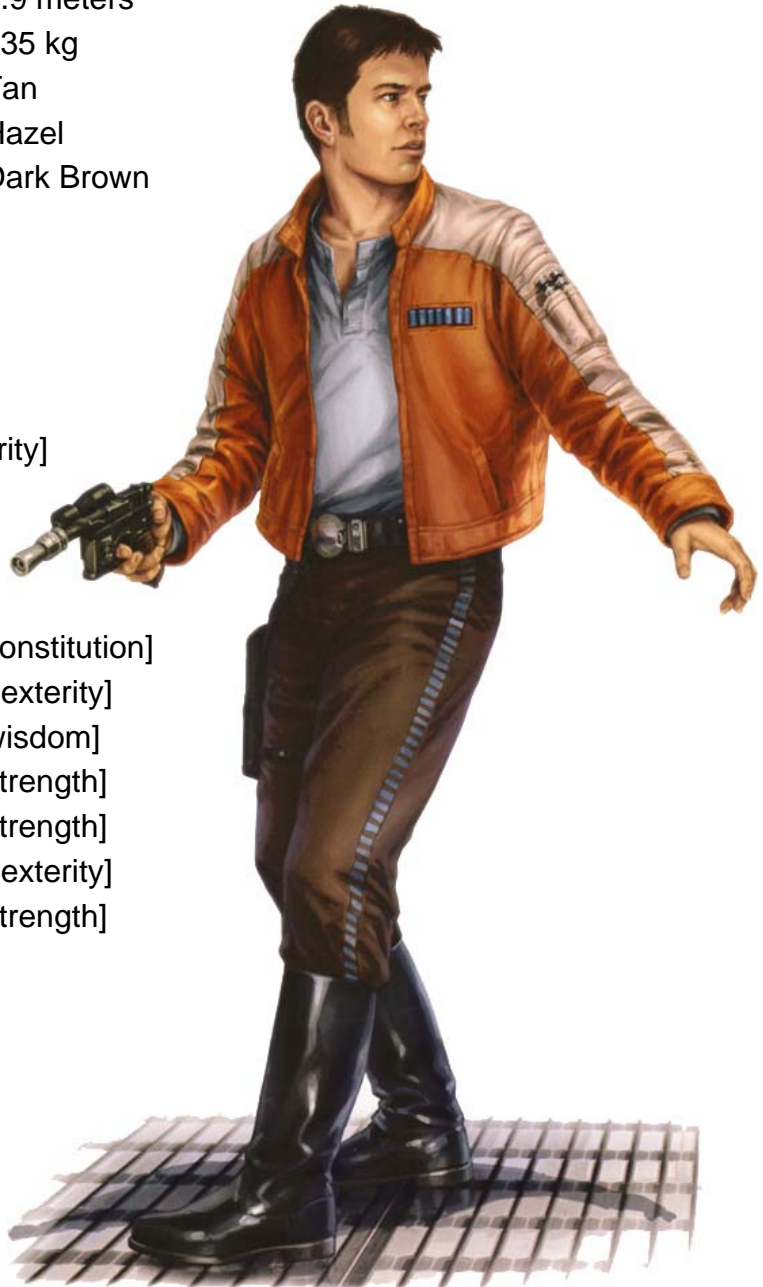
Defense: 15 = 10 + 3 [base] +2 [dexterity]

Touch AC: 15
Flat-footed: 13

Initiative modifier: +2 = +2 [dexterity]
Fortitude save: +3 = 2 [base] +1 [constitution]
Reflex save: +3 = 1 [base] +2 [dexterity]
Will save: +1 = 0 [base] +1 [wisdom]
Attack (handheld): +1 = 0 [base] +1 [strength]
Attack (unarmed): +1 = 0 [base] +1 [strength]
Attack (missile): +2 = 0 [base] +2 [dexterity]
Grapple check: +1 = 0 [base] +1 [strength]

Light load: 25 kg. or less
Medium load: 26-50 kg.
Heavy load: 51-75 kg.
Lift over head: 75 kg.
Lift off ground: 150 kg.
Push or drag: 375 kg.

Languages: Speak basic
Read/write basic
Speak huttese



Reputation: 0

Force Points: 1
Dark Side Points: 0

Feats:

Alertness
Gearhead
Spacer
Primitive_Weapons
Simple_Weapons

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Astrogate	Int	5 =	+3	+2	
Climb	Str*	3 =	+1	+2	
Computer_Use	Int	7 =	+3	+2	+2 [gearhead]
Knowledge (astronomy)	Int	7 =	+3	+4	
Knowledge (engineering)	Int	5 =	+3	+2	
Knowledge (technology)	Int	7 =	+3	+4	
Listen	Wis	7 =	+1	+4	+2 [alertness]
Pilot	Dex	6 =	+2	+4	
Search	Int	7 =	+3	+4	
Spot	Wis	7 =	+1	+4	+2 [alertness]
Survival	Wis	3 =	+1	+2	
Swim	Str**	3 =	+1	+2	
Repair	Int	5 =	+3		+2 [gearhead]

* = check penalty for wearing armor