

Rab Atowmee

Male Twi'lek Scoundrel 1

Representing Mike

Strength	14	(+2)
Dexterity	17	(+3)
Constitution	13	(+1)
Intelligence	11	(+0)
Wisdom	9	(-1)
Charisma	18	(+4)

Size: Medium

Height: 2.0 meters

Weight: 90 kg

Skin: Green

Eyes: Green

Hair: None

Total Vitality Points: 7

Total Wound Points: 13

Speed: 10 meters / round

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

Touch AC: 15

Flat-footed: 12

Initiative modifier: +3 = +3 [dexterity]

Fortitude save: +2 = 0 [base] +1 [constitution] +1 [twilek]

Reflex save: +5 = 2 [base] +3 [dexterity]

Will save: -1 = 0 [base] -1 [wisdom]



Attack (handheld): +2 = 0 [base] +2 [strength]

Attack (unarmed): +2 = 0 [base] +2 [strength]

Attack (missile): +3 = 0 [base] +3 [dexterity]

Grapple check: +2 = 0 [base] +2 [strength]

Languages:

- Speak basic
- Read/write basic
- Speak ryl
- Read/write ryl

Reputation: 0

Force Points: 1

Dark Side Points: 0

Quarterstaff [1d6/1d6 damage, critical 20, 1.8 kg, bludgeoning, medium, simple]

Blaster_Pistol [damage 3d6, critical 20, range increment 10 meters, weight 1 kg, stun fort DC 15, energy, multifire, small, blaster pistol]

Thermal_Detonator [damage 8d6+8 in blast radius, critical 20, range increment 4 meters / 8 meters, weight 0.5 kg, energy, tiny, simple]

Feats:

Blaster_pistols

Simple_Weapons

Skill_Emphasis -- Movesilently

Skills

Skill Name	Key	Skill	Ability	Ranks	Misc
Appraise	Int	0 =	+0		
Astrogate	Int	2 =	+0	+2	
Balance	Dex*	5 =	+3	+2	
Bluff	Cha	4 =	+4		
Climb	Str*	3.5 =	+2	+1.5	
Computer Use	Int	1 =	+0		
Craft_1	Int	0 =	+0		
Craft_2	Int	0 =	+0		
Craft_3	Int	0 =	+0		
Demolitions	Int	1 =	+0	+1	
Diplomacy	Cha	4 =	+4		
Disguise	Cha	5 =	+4	+1	
Entertain_1	Cha	4 =	+4		
Entertain_2	Cha	4 =	+4		
Entertain_3	Cha	4 =	+4		
Entertain_4	Cha	4 =	+4		
Entertain_5	Cha	4 =	+4		
Escape Artist	Dex*	3 =	+3		
Forgery	Int	3 =	+0	+3	
Gamble	Int	-1 =	-1		
Gather Information	Cha	6 =	+4	+2	
Handle Animal	Cha	5.5 =	+4	+1.5	
Treat Injury	Wis	-1 =	-1		
Hide	Dex*	3 =	+3		
Intimidate	Cha	4 =	+4		
Jump	Str*	3 =	+2	+1	
Listen	Wis	1 =	-1	+2	
Move Silently	Dex*	10 =	+3	+4	+3 [skill focus]
Pilot	Dex	5 =	+3	+2	
Ride	Dex	4 =	+3	+1	
Search	Int	0 =	+0		
Sense Motive	Wis	-1 =	-1		
Spot	Wis	-1 =	-1		
Survival	Wis	-1 =	-1		
Swim	Str**	2 =	+2		
Tumble	Dex*	5 =	+3	+2	
Repair	Int	0 =	+3		

* = check penalty for wearing armor

Twilek:

- +2 charisma, -2 wisdom (already included)
- Low-light vision
- +1 on fortitude checks
- Speak the head-tail language (Lekku)

Scoundrel

- Illicit barter (level 1)

Class HP rolled

Level 1: Scoundrel 6

Reb Atowmee's Equipment:

- Breath_Mask
- Comlink
- Credit_Chip
- Liquid_Cable_Dispenser
- Security_Kit
- Jetpack
- Thermal detonator (1)
- Blaster pistol

More about Reb Atowmee:

Looking for his sister, Lili, who may have been abducted into the sex trade.

Former prison guard, now bounty hunter for hire.