

Xp	105000	Level	15
Next	120000	Guardian	15
Need	15000		

Star Wars Character Sheet by 354

STR	14	2	Fortitude	11	Attack	15	Weight	130
DEX	14	2	Reflex	11	Grapple	17	AC	28
CON	14	2	Will	9	Speed	10m	Touch	2
INT	18	4	Vitality	138/180	Initiative	2	Flat-Footed	20
WIS	14	2			Reputation	4	DR	4
CHA	12	1			FP	15	AP	75

Armor	Type	Dex	Speed	DR	penalty	wt.
CI Camo Scout Armor	Med.	3	8m	4	-3	6kg

Weapon	shot	Att.	Range	Damage	Type	Critical	wt.
Personal Lightsaber		18/13/8	melee	7d8 + 4	E	19 - 20	1kg
Kinetic Combat		17/12/7	10m	7d8 + 4	E	19 - 20	1kg
Blaster Pistol	100	17	10m	<3d6>	E	20	1kg

Race (Human): +4 initial skills, +1 skill each level, +1 feat

Class Feats Force-Sensitive
Proficiency (Blaster pistol, Simple Weapons, Lightsaber)
Force Training (Alter, Control, Sense)
Extended Deflect (Defense): +3 Defense to range blaster weapons
Extended Deflect (Attack): -3 Attack to range deflections
Block: can Deflect (Defense) deflect without lightsaber
Increase Light Saber Damage +5d8

Aquired Feats range time Cost
Kinetic Combat: Attack as if holding weapon, max 3 10m full-round 0 vit
Force Flight: fly using Move Object 20m move action 4 vit
Burst of Speed: 10x movement for 1 round 100m full-round 5 vit
Dissipate Energy: Fortitude DC 10 + damage if success take no damage
Form V Mastery: +1 Bonus on Deflect Attack, Deflect on miss of 10 or less
Heroic Surge: extra move or attack actions per day
Lightsaber Defense: +2 Defense with lightsaber
Kinght Defense: +2 Defense with lightsaber
Master Defense: +2 Defense with lightsaber
Whirlwind Attack: Attack all adjacent targets
Armor Proficiency (light, medium)

Inventory
 Creshaldyne Industries Camo Scout Armor 6
 +10 circumstance bonus on Hide, regardless of terrain
 Old Lightsaber and Personal Lightsaver 2
 Blaster Pistol 1
 All Temperature Cloak: +2 to fort save vs weather 1.5
 A99 Aquata Breather: 2 hours of breathable air 0.2
 Electrobinoculars: Spot -1/20m 1
 Power Pack for blaster 0.1
 Energy Cell for lightsaber -
 Audio Performance Inc. No-Show: -
 +1 Hide (creatures), +8 Hide (sensors), +8 Move Silently

Friendship	H	U	Illusion	DC	distance	cost
Unfriendly	15	-		- 10	10m	3/r
Indifferent	20	10		5 15	10km	5/r
Friendly	25	15		15 20	100km	8/r
Helpful	35	25		25 25	1000km	10/r
full-round	1 hour	2		35 30	attack	

Enhance Ability	10 rounds	3
Present	15	3
Past	20	6
Furture	25	9
Re-roll	25	9
1 hour to use		
once a week		

Farseeing	DC	cost	Vit / Ability	cost: S / A	DC
Present	15	3	Stabalize	- / 1	-/10
Past	20	6	1d4+1	0 / 1	10/15
Furture	25	9	1d6+2 / 1d2	(0/1) / 2	15/20
Re-roll	25	9	1d8+4 / 1d4+1	(0/2) / 4	20/25
1 hour to use			2d6+6 / 1d6+2	(0/4) / 6	25/30
once a week			full-round		once an hour

Move Object	Weight	cost	DC	Examples	move object 60m (4 * Flv)
	5	1	10	10	Hand held weapons and objects
	50	2	15	15	Small and medium beings, Small droids
	500	4	20	20	Large beings, Medium droids
	5,000	8	25	25	Huge beings, Large droids, Land speeder
	50,000	16	30	30	Gargantuan beings, Huge Droids, Starfighters
	500,000	32	35	35	Gargantuan droids, space transports
	5,000,000	64	40	40	Colossal droids, Small capital ship
	-	128	45	45	Massive capital ship

Affect Mind		Force Flight	Kinetic Combat	move	50,000
-	5	DC distance	attack M.O. Rank	resist	500,000
5	10	- 10m	1 12	DC	5,000,000
15	15	20 15m	2 15	25	-
25	20	25 20m	3 18		
35	25		4 21		

Heroic Surge	level	# per Day
	9	3
	13	4
	17	5

2(alter perception)					
4(suggestion)					
full-round					

Skills	Max Rank	18	160	
cc Skill name	Stat	rank	misc	level
- Appraise	INT	2		5
- Astrogate	INT			4
+ Balance	DEX			2
- Bluff	CHA	6		4
+ Climb	STR	4		6
+ Computer Use	INT			4
+ Craft	INT			4
- Demolitions	INT			4
- Diplomacy	CHA			1
- Disable Device	INT			4
- Disguise	CHA			1
- Entertain	CHA			1
- Escape Artist	DEX	2		3
- Forgery	INT			4
- Gather Information	CHA			1
- Handle Animal	CHA			1
- Hide	DEX	18	10	21
+ Intimidate	CHA	2		3
+ Jump	STR	4		6
+ Knowledge	INT			4
- Listen	WIS	4		4
- Move Silently	DEX	18	8	19
+ Pilot	DEX	2		4
+ Profession	WIS			2
- Repair	INT			4
- Ride	DEX			2
- Search	INT			4
- Sense Motive	WIS	2		3
- Sleight Of Hand	DEX	2		3
- Spot	WIS	8		6
- Survival	WIS	2		3
- Swim	STR			2
- Treat Injury	WIS	2		3
+ Tumble	DEX	8		10
+ Affect Mind	CHA	18		19
+ Battlemind	CON			2
+ Empathy	WIS			2
+ Enhance Ability	CON	18		20
+ Enhance Senses	WIS			2
+ Farseeing	WIS	6		8
+ Fear	WIS			2
+ Force Defense	CON			2
+ Force Grip	INT			4
+ Force Lighting	INT			4
+ Force Push	INT			4
+ Force Stealth	CON			2
+ Force Strike	INT			4
+ Friendship	CHA	6		7
+ Heal Another	WIS	2		4
+ Heal Self	CON	4		6
+ Illusion	CHA	2		3
+ Move Object	INT	18		22
+ See Force	WIS			2
+ Telepathy	WIS			2

Notes: