

So Leet  
 CHARACTER: Cereans RACE  
 Jedi Guardian CLASS  
 Lawful Good ALIGNMENT  
 DEITY: \_\_\_\_\_ LEVEL: 15 EXPERIENCE: 105000 / 120000 PENALTY: \_\_\_\_\_



GENDER: \_\_\_\_\_ AGE: \_\_\_\_\_ SIZE: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ COMPLEXION: \_\_\_\_\_ HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_ HANDEDNESS: \_\_\_\_\_

BIRTH / PAST / FAMILY: \_\_\_\_\_ NATIONALITY / RESIDENCE: \_\_\_\_\_

APPEARANCE: \_\_\_\_\_ CLOTHING: \_\_\_\_\_

PERSONALITY / MANNERISMS: \_\_\_\_\_ NOTES: \_\_\_\_\_

ABILITY SCORES		SCORE	MOD	TEMP SCORE	TEMP MOD
STR		16	+3		
DEX		12	+1		
CON		16	+3		
INT		16	+3		
WIS		16	+3		
CHA		12	+1		

SAVING THROWS		TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)		12	= 9	+ 3	+ _____	+ _____	+ _____
REF (DEX)		10	= 9	+ 1	+ _____	+ _____	+ _____
WILL (WIS)		10	= 7	+ 3	+ _____	+ _____	+ _____

SAVING THROW MODIFIERS

HIT POINTS		TOTAL	CURRENT	SUBDUAL
		102		

  

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

  

LOAD		SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L				NORM	NORM	NORM
M				+3	-3	x4
H				+1	-6	x3

ARMOR CLASS	SCORE	MOD	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC MOD
	28		10		1		17

  

AC MODIFIERS	SCORE	MOD
ARCANE SPELL FAIL	21	
FLAT FOOTED		
ARMOR CHECK PEN	28	
VS TOUGH ATTACKS		

ARMOR & PROTECTION	TYPE	ARMOR BONUS	CHECK PEN	SPELL FAIL	WGT LBS

PROFICIENT WITH  LIGHT ARMOR  MEDIUM ARMOR  HEAVY ARMOR  SHIELDS

INITIATIVE	SCORE	DEX MOD	MISC MOD
	3	1	2

INITIATIVE MODIFIERS

ATTACK BONUSES		TOTAL ATTACK BONUS
MELEE (STR)		+16/+16/+11/+11/+6
RANGED (DEX)		

BASE ATTACK BONUS		SCORE	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
		+15/+10/+5	3		-2	

ATTACK BONUS MODIFIERS	

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES & RELATED FEATS
Lightsaber	16/16/11/11/6	5d8+3	19-20	-	-	F	1	
Lightsaber w/ battlemind	23/23/18/18/13	5d8+3	19-20	-	-	F	1	costs 9 hp, must succeed DC 15 Battlemind

WEAPON PROFICIENCIES	ALL SIMPLE	ALL MARTIAL
	<input type="checkbox"/>	<input type="checkbox"/>

COMBAT FEATS & BENEFITS / NOTES

Enhance Ability - as an attack action make a check and increase Str or Dex by the given amount for 10 rounds.  
This cost 2 HP.

roll	
15-19	+2
20-24	+4
25-29	+6
30+	+8

Enhance Senses - increase Listen, Search, Sense Motive, or Spot by the given amount on the check. this costs 2 HP. this is a full-round action that lasts for 10 minutes

10-14	+2
15-19	+4
20-24	+6
25-29	+8
30+	+10

Force Stealth - add the given result to any check to avoid detection like Hide or Move Silently. this costs 1 HP/10 minutes. this is a full-round action.

10-14	+2
15-19	+4
20-24	+6
25-29	+8
30+	+10

Battlemind - make a DC 15 check to add  $\frac{1}{2}$  your level to attack rolls. this is a free action that costs  $2 + \frac{1}{2}$  your level HP

Heal Self - once per hour, can attempt to heal self based on chart, as a full-round action.

0-9	-1 HP
10-14	+1d4+1 HP
15-19	+1d6+2 HP/1d4+1 Ability
20-24	+1d8+4 HP/1d6+2 Ability
25+	+2d6+6 HP/1d8+4 Ability

**SKILLS**

SKILL POINTS PER LEVEL

+ INT MOD (+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	TYPE
Alchemy	=	+	+	INT	_____
Animal Empathy	=	+	+	CHA	_____
Appraise ■	=	+	+	INT	_____
Balance ■†	=	+	+	DEX	_____
Bluff ■	=	+	+	CHA	_____
Climb ■†	=	+	+	STR	_____
Concentration ■	=	+	+	CON	_____
Craft ■ _____	=	+	+	INT	_____
Craft ■ _____	=	+	+	INT	_____
Decipher Script	=	+	+	INT	_____
Diplomacy ■	=	+	+	CHA	_____
Disable Device	=	+	+	INT	_____
Disguise ■	=	+	+	CHA	_____
Escape Artist ■†	=	+	+	DEX	_____
Forgery ■	=	+	+	INT	_____
Gather Information ■	=	+	+	CHA	_____
Handle Animal	=	+	+	CHA	_____
Heal ■	=	+	+	WIS	_____
Hide ■†	=	+	+	DEX	_____
Innuendo	=	+	+	WIS	_____
Intimidate ■	=	+	+	CHA	_____
Intuit Direction	=	+	+	WIS	_____
Jump ■†	=	+	+	STR	_____
Knowledge (arcana)	=	+	+	INT	_____
Knowledge (religion)	=	+	+	INT	_____

Force Stealth

21 = 18 + 3

SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	TYPE
Knowledge (nature)	=	+	+	INT	_____
Knowledge _____	=	+	+	INT	_____
Knowledge _____	=	+	+	INT	_____
Listen ■	12	=	9 + 3	+	WIS
Move Silently ■†	=	+	+	DEX	_____
Open Lock	=	+	+	DEX	_____
Perform ■	=	+	+	CHA	_____
Pick Pocket †	=	+	+	DEX	_____
Profession _____	=	+	+	WIS	_____
Profession _____	=	+	+	WIS	_____
Read Lips	=	+	+	INT	_____
Ride ■	=	+	+	DEX	_____
Scry ■	=	+	+	INT	_____
Search ■	=	+	+	INT	_____
Sense Motive ■	=	+	+	WIS	_____
Spellcraft	=	+	+	INT	_____
Spot ■	12	=	9 + 3	+	WIS
Swim ■ (-1 for each 5 lbs. of gear)	=	+	+	STR	_____
Tumble †	=	+	+	DEX	_____
Use Magic Device	=	+	+	CHA	_____
Use Rope ■	=	+	+	DEX	_____
Wilderness Lore ■	=	+	+	WIS	_____
Battlemind	21	=	18 + 3	+	_____
Enhance Ability	21	=	18 + 3	+	_____
Enhance Senses	21	=	18 + 3	+	_____

Heal Self

21 = 18 + 3

**SKILL MODIFIERS**

**RACIAL TRAITS & CLASS FEATURES**

**FEATS**

**LANGUAGES**

Force Sensitive, Control, Alter, WP-Lightsaber, Sense, Knight Defense, Master Defense,

Lightsaber Defense, Ambidexterity, TWP Fighting, Impo TWP Fighting, Burst of Speed, Impo Init

**EQUIPMENT**

LOCATION

WGT LBS

Lightsaber carried  
Lightsaber carried  
Grappling Spike Launcher carried

**EQUIPMENT**

LOCATION

WGT LBS

**VALUABLES**

AMOUNT

Copper pieces  
Silver pieces  
Gold pieces  
Platinum pieces