

# STAR WARS®

ROLEPLAYING GAME



NAME **Ana Del'Hania** PLAYER

CLASS nonheroic 2/noble 1/soldier 4/gunslinger 4/crime lord 3 SPECIES **Twi'lek** LEVEL **14**

AGE **30** GENDER HEIGHT WEIGHT DESTINY

	SCORE	MODIFIER
STR ENTH	<b>13</b>	<b>+1</b>
DEX TERITY	<b>19</b>	<b>+4</b>
CON STITUTION	<b>10</b>	<b>+0</b>
INT ELLIGENCE	<b>14</b>	<b>+2</b>
WIS DOM	<b>8</b>	<b>-1</b>
CHA RISMA	<b>16</b>	<b>+3</b>

**HIT POINTS**

TOTAL **89**

CURRENT

**27** FORT DEFENSE

**+0** MISC BONUS

**27** DAMAGE THRESHOLD

SPEED **6**

INITIATIVE **+16**

PERCEPTION **+6**

BASE ATTACK **+11**

FORCE POINTS **0**

DESTINY POINTS **0**

**CONDITION**

**NORMAL**

**-1** TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

**-2** TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

**-5** TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

**-10** TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

**HELPLESS** (UNCONSCIOUS OR DISABLED)

DR SR

**DEFENSES**

	TOTAL	LEVEL OR ARMOUR	CLASS BONUS	ABILITY MOD	MISC
FORT	<b>27</b>	10 +	<b>+15</b>	<b>+2</b>	<b>+2</b>
REF	<b>30</b>	10 +	<b>+12</b>	<b>+4</b>	<b>+0</b>
WILL	<b>25</b>	10 +	<b>+14</b>	<b>-1</b>	<b>+0</b>

**WEAPON** Blaster pistol, hold-out **ATTACK** +15 **DAMAGE** 3d4+10

TYPE Energy **STUN** **AMMO** Energy Cell 6 shots

NOTES +5 Stealth to conceal; +1 bonus to attack

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NOTES

**SPECIAL COMBAT ACTIONS**

Accelerated Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Precise Shot, Rapid Shot; Quick Draw

**SPECIAL QUALITIES**

Deceptive, Low-Light Vision, Command Cover +1, Trusty Sidearm +2

**DARK SIDE SCORE**

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

**ARMOR** Shadowsuit **SPD** 6 sq

**REF DEF** +3 **FORT DEF** +1 **MAX DEX** +5 **WEIGHT** 2 kg

NOTES +5 to Stealth checks in concealment

**INT. EQUIP.**

TYPE **Light** **AVAIL.** Military **COST** 4600 cr

- Destiny Points:** Spend a Destiny point to:
- Automatically score a critical hit
  - Automatically cause a hit against you to miss
  - Act out of turn
  - Gain 3 Force points
  - Take damage instead of another within 1 sq.
  - Increase effect of some Force powers
- Force Points:** Spend Force point to:
- Gain +1d6 on attack, skill or ability check roll
  - Return spent Force power to suite (reaction)
  - Avoid dying
  - Reduce Dark Side score by 1

**NOTES**

**PARTY**

CAMPAIGN

XP

0 xp

Equipment

wt.

hold-out blaster	0.5 kg
hold-out blaster	0.5 kg
shadowsuit	2.0 kg

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC	REROLL	TAKE 10
Acrobatics	+11	+7	+4	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Climb	+8	+7	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Deception	+11	+7	+3	+5	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Endurance	+7	+7	+0	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Gather Information	+10	+7	+3	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	+16	+7	+4	+5	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Jump	+8	+7	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Bureaucracy)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Galactic Lore)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Life Sciences)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Physical Sciences)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Social Sciences)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Tactics)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Technology)	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Mechanics	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Perception	+6	+7	-1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Persuasion	+15	+7	+3	+5	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Pilot	+11	+7	+4	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Ride	+11	+7	+4	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	+11	+7	+4	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Survival	+6	+7	-1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Swim	+8	+7	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Treat Injury	+6	+7	-1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Use Computer	+9	+7	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Use the Force	+10	+7	+3	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>

FEATS

	PAGE	PAGE
Accelerated Strike	KotOR 32	
Armor Proficiency (light)	82	
Dual Weapon Mastery I	84	
Dual Weapon Mastery II	84	
Point Blank Shot	87	
Precise Shot	87	
Quick Draw	87	
Rapid Shot	88	
Weapon Proficiency (pistols)	89	

TALENTS

	PAGE	PAGE
Connections	44	Twin Shot SaV 28
Befuddle	SaV 15	Weapon Specialization (pistols) 41
Armored Defense	52	
Weapon Specialization x1	41	
Attract Minion x2	210	
Bodyguard I	SaV 27	
Trigger Work	217	

FORCE TECHNIQUES & SECRETS

CREDITS -13,200 cr

3.0 kg (max 84.5 kg)

CARRIED

LANGUAGES

- Basic
- Ryl
- Lekku
- Gammorean
- Sith

FORCE POWERS