

Level 1:

Race: Gamorrean (+2 Strength, -2 Dexterity, +2 Constitution, -2 Intelligence)

Male, 1.98m, 102kg, 15 years old, background Exiled

12/14 Strength, 16/14 Dexterity, 10/12 Constitution, 16/14 Intelligence, 8 Wisdom, 10 Charisma

Size Medium. Speed 6. Primitive. +2 Species bonus to fortitude defense. Bonus feat Improved

Damage Threshold. Starting feat Skill Focus Pilot. Bonus racial feats: Increased Resistance,

Primitive Warrior, Quick Comeback. Languages: Gamorrean, Basic (can understand but not speak),

Huttese(can understand but not speak) and Rodian (can understand but not speak)

Level +1 Soldier. 31 Hit Points. Class Feats: Light Armor Proficiency, Medium Armor Proficiency,

Weapon Proficiency Simple Weapons. Reflex bonus +1 class. +2 Fortitude bonus +2 class. Level

bonus for defenses +1. Skills Knowledge Galactic Lore, Knowledge Tactics, Mechanics, Pilot and

Use Computer. Talent taken is Indomitable. Attack Bonus is +1. Force Points 5.

Starting Equipment: Combat jumpsuit with licence. Bow. Net Stun Baton. Fusion Lantern. Security

Kit. Tool kit. 2 Spare energy cels. 2 rolls of mesh tape.

Level 2:

Level 1 Soldier / Level +1 Scout. +6 hit points. Reflex bonus +2 class. Level bonus for defenses +2

each. Feat taken from class is Weapon Proficiency Pistols. Talent taken is Jury-Rigger. Force Points

6.

Level 3:

Level 1 Soldier / Level 1 Scout / Level +1 Scoundrel: +5 hit points. Will bonus +1 class. Level

bonus for defenses +3 each. Feat taken from class is Point Blank Shot. Feat taken from level is

Precise Shot. Talent Taken is Spacehound. Force Points 6.

Level 4:

Level +2 Soldier / Level 1 Scout / Level 1 Scoundrel: +7 hit points. Level bonus for defenses +4

each. Bonus Feat taken from class level is Dual Weapon Mastery I. Extra attributes are Dex (15/+2)

and Int (13/+1). Attack bonus is +2. Force Points 7.

Level 5:

Level 2 Soldier / Level +2 Scout / Level 1 Scoundrel: +6 hit points. Level bonus for defenses +5

each. Bonus Feat taken from class level is Vehicular Combat. Attack bonus is +3. Force Points 7.

Level 6:

Level 2 Soldier / Level 2 Scout / Level +2 Scoundrel: +5 hit points. Level bonus for defenses +6

each. Bonus Feat taken from class level is Tech Specialist. Feat taken from level is Quick Draw.

Attack bonus is +4. Force Points 8.

Level 7:

Level 2 Soldier / Level 2 Scout / Level +3 Scoundrel +5 hit points. Level bonus for defenses +7

each. Talent Taken is Personalized Modifications. Attack bonus is +5. Force Points 8.

Level 8:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +1 Ace Pilot +6 hit points. Reflex bonus

+4. Level bonus for defenses +8 each. Talent Taken is Elusive Dogfighter. Extra attributes are Dex

(16/+3) and Int (14/+2). Bonus skill taken is Gather Information. Bonus language taken is Bothese.

Force Points 10.

Level 9:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +1 Gunslinger +6 hit

points. Level bonus for defenses +9 each. Feat taken from level is Dual Weapon Mastery II. Talent

Taken is Multiattack Proficiency Pistols. Attack bonus is +6. Force Points 10.

Level 10:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level

+1 Officer +6 hit points. Will bonus +4. Level bonus for defenses +10 each. Talent Taken is Born

Leader. Attack bonus is +7. Force Points 11.

Level 11:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level

+2 Officer +6 hit points. Level bonus for defenses +11 each. Command Cover and Share Talent

Indomitable. Attack bonus is +8. Force Points 11.

Ace Pilot path:

Level 12:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +2 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +12 each. Vehicle Dodge +1. Feat taken from level is Deadeye. Extra attributes are Dex (17/+3) and Int (15/+2). Attack bonus is +9. Force Points 12.

Level 13:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +3 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +13 each. Talent Taken is Vehicular Evasion. Attack bonus is +10. Force Points 12.

Level 14:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +4 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +14 each. Vehicle Dodge +2. Attack bonus is +11. Force Points 13.

Level 15:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +5 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +15 each. Talent taken is Expert Gunner. Feat taken from level is Sniper. Force Points 13.

Level 16:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +6 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +16 each. Vehicle Dodge +3. Extra attributes are Dex (18/+4) and Str (17/+3). Attack bonus is +12. Force Points 14.

Level 17:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +7 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +17 each. Talent Taken is Dogfight Gunner. Attack bonus is +13. Force Points 14.

Level 18:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +8 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +18 each. Vehicle Dodge +4. Feat taken from level is Improved Defenses. Attack bonus is +14. Force Points 15.

Level 19:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +9 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +19 each. Talent Taken is System Hit. Force Points 15.

Level 20:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level +10 Ace Pilot / Level 1 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +20 each. Vehicle Dodge +5. Extra attributes are Str (18/+4) and Int (16/+3). Bonus skill taken is Initiative. Bonus language taken is Ryl. Attack bonus is +15. Force Points 16.

Gunslinger Path:

Level 12:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +2 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +12 each. Trusty Sidearm +1. Feat taken from level is Weapon Proficiency Heavy Weapons. Extra attributes are Dex (17/+3) and Int (15/+2). Attack bonus is +9. Force Points 12.

Level 13:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +3 Gunslinger /

Level 2 Officer +6 hit points. Level bonus for defenses +13 each. Talent Taken is Trigger Work. Attack bonus is +10. Force Points 12.

Level 14:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +4 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +14 each. Trusty Sidearm +2. Attack bonus is +11. Force Points 13.

Level 15:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +5 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +15 each. Talent taken is Knack Pilot. Feat taken from level is Burst Fire. Attack bonus is +12. Force Points 13.

Level 16:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +6 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +16 each. Trusty Sidearm +3. Extra attributes are Dex (18/+4) and Str (17/+3). Attack bonus is +13. Force Points 14.

Level 17:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +7 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +17 each. Talent Taken is Ranged Disarm. Attack bonus is +14. Force Points 14.

Level 18:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +8 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +18 each. Trusty Sidearm +4. Feat taken from level is Rapid Shot. Attack bonus is +15. Force Points 15.

Level 19:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +9 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +19 each. Talent Taken is Debilitating Shot. Attack bonus is +16. Force Points 15.

Level 20:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level +10 Gunslinger / Level 2 Officer +6 hit points. Level bonus for defenses +20 each. Trusty Sidearm +5. Extra attributes are Str (18/+4) and Int (16/+3). Bonus skill taken is Initiative. Bonus language taken is Ryl. Attack bonus is +17. Force Points 16.

Officer Path:

Level 12:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +3 Officer +6 hit points. Level bonus for defenses +12 each. Feat taken from level is Weapon Proficiency Heavy Weapons. Talent Taken is Tough as Nails. Extra attributes are Dex (17/+3) and Int (15/+2). Attack bonus is +9. Force Points 12.

Level 13:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +4 Officer +6 hit points. Level bonus for defenses +13 each. Share Talent Tough as Nails. Attack bonus is +10. Force Points 12.

Level 14:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +5 Officer +6 hit points. Level bonus for defenses +14 each. Talent Taken is Shift Defense I. Trusty Sidearm +2. Attack bonus is +11. Force Points 13.

Level 15:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +6 Officer +6 hit points. Level bonus for defenses +15 each. Share Talent Shift Defense I. Feat taken from level is Burst Fire. Attack bonus is +12. Force Points 13.

Level 16:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +7 Officer +6 hit points. Level bonus for defenses +16 each. Talent Taken is Shift Defense II. Trusty Sidearm +3. Extra attributes are Dex (18/+4) and Str (17/+3). Attack bonus is +13. Force Points 14.

Level 17:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +8 Officer +6 hit points. Level bonus for defenses +17 each. Share Talent Shift Defense II. Attack bonus is +14. Force Points 14.

Level 18:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +9 Officer +6 hit points. Level bonus for defenses +18 each. Talent Taken is Shift Defense III. Feat taken from level is Martial Arts I. Attack bonus is +15. Force Points 15.

Level 19:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level 9 Officer / +1 Elite Trooper +8 hit points. Level bonus for defenses +19 each. Delay Damage feature. Talent Taken is Controlled Burst. Attack bonus is +16. Force Points 15.

Level 20:

Level 2 Soldier / Level 2 Scout / Level 3 Scoundrel / Level 1 Ace Pilot / Level 1 Gunslinger / Level +10 Officer / 1 Elite Trooper +6 hit points. Level bonus for defenses +20 each. Share Talent Shift Defense III. Extra attributes are Str (18/+4) and Int (16/+3). Bonus skill taken is Initiative. Bonus language taken is Ryl. Attack bonus is +17. Force Points 16.