

NAME **Tobi Whist**

PLAYER **Scott David Gray**

CLASSES **Scoundrel**

LEVEL **1**

SPECIES **Human**

SEX **M**

AGE **10**

HEIGHT **1.32m**

WEIGHT **33kg**

DESTINY **Rescue**

XP

# STAR WARS

ROLEPLAYING GAME

CHARACTER SHEET 1.0 BY EMA

## PORTRAIT



## CONDITION

-	-1	-2	-5	-10	OUT
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## DARK SIDE

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

## SKILLS

	LEV/2	TOT	AB.	TRAIN	FOCUS	MISC	ARM.
ACROBATICS		+6	D+1	+5			
CLIMB		-1	E-1				
DECEPTION		+7	C+2	+5			
ENDURANCE		+0	C+0				
GATHER INFORMATION		+7	C+2	+5			
INITIATIVE		+1	D+1				
JUMP		-1	E-1				
KNOWLEDGE: BUREAUCR.			I+1				
KNOWLEDGE: GAL. LORE			I+1				
KNOWLEDGE: LIFE SCI.			I+1				
KNOWLEDGE: PH. SCI.			I+1				
KNOWLEDGE: SOC. SCI.			I+1				
KNOWLEDGE: TACTICS			I+1				
KNOWLEDGE: TECHN.			I+1				
(TRAINED) MECHANICS			I+1				
PERCEPTION		-2	E-2				
PERSUASION		+7	C+2	+5			
PILOT		+1	D+1				
RIDE		+1	D+1				
STEALTH		+11	D+1	+5	+5		
SURVIVAL		-2	E-2				
SWIM		-1	E-1				
TREAT INJURY		-2	E-2				
USE COMPUTER		+6	I+1	+5			
USE THE FORCE		+2	C+2				

## HIT POINTS

TOT. **18** CURRENT

DAMAGE THRESHOLD **11** FORT **+11** MISC

DAMAGE REDUCTION SHIELD **/**

BASE ATTACK **+0** SPEED **6**

FORCE POINTS **5** DESTINY POINTS **1**

## DEFENSES

		LEVEL/ARMOR	ABILITY	CLASS	MISC
FORT	+11	10	+1	C+0N	+0
REF	+14	10	+1	C+1X	+2
WILL	+10	10	+1	E-2S	+1

	SCORE	MOD.
STR STRENGTH	9	-1
DEX DEXTERITY	12	+1
CON CONSTITUTION	10	+0
INT INTELLIGENCE	12	+1
WIS WISDOM	7	-2
CHA CHARISMA	14	+2

ARMOR SPEED

REF DEF FORT DEF MAX. DEX

NOTES

WEAPON **Hold-out Blaster Pistol** RANGE **20/40/60/80**

ATTACK **+1** DAMAGE **3d4** CRIT. **20**

NOTES **Illegal/Unlicensed** TYPE **Energy**

WEAPON RANGE

ATTACK DAMAGE CRIT.

NOTES TYPE

WEAPON RANGE

ATTACK DAMAGE CRIT.

NOTES TYPE

## SPECIAL ACTIONS

**Dastardly Strike:** Successful attacks against opponents denied their Dexterity bonus to Reflex, move them -1 step down the condition track.

**Point blank shot:** +1 to hit and damage against point blank foes.

**Precise shot:** No -5 penalty for shooting into melee.

### TALENTS

**Dastardly Strike: Successful attacks against opponents denied their Dexterity bonus to Reflex, move them -1 step down the condition track.**

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### LANGUAGES

Basic  
Binary

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### FEATS

- ACROBATIC STRIKE
  - ARMOR PROFICIENCY, LIGHT
    - ARMOR PROFICIENCY, MEDIUM
    - ARMOR PROFICIENCY, HEAVY
  - BANTHA RUSH
  - CHARGING FIRE
  - COMBAT REFLEXES
  - COORDINATED ATTACK
  - CYBERNETIC SURGERY
  - DODGE
    - MOBILITY
    - IMPROVED CHARGE
  - DREADFUL RAGE
  - DUAL WEAPON MASTERY I
    - DUAL WEAPON MASTERY II
    - DUAL WEAPON MASTERY III
  - EXOTIC WEAPON PROFICIENCY (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - EXTRA RAGE (\_\_\_\_)
  - EXTRA SECOND WIND (\_\_\_\_)
  - FORCE SENSITIVITY
    - FORCE BOON
    - FORCE TRAINING (\_\_\_\_)
  - IMPROVED DEFENSES
  - IMPROVED DAM. THRESH. (\_\_\_\_)
  - LINGUIST (\_\_\_\_)
  - MARTIAL ARTS I
    - MARTIAL ARTS II
    - MARTIAL ARTS III
  - MELEE DEFENSE
    - IMPROVED DISARM
    - WHIRLWIND ATTACK
  - MIGHTY SWING
  - PIN
    - CRUSH
  - POINT BLANK SHOT
    - CAREFUL SHOT
    - FAR SHOT
    - PRECISE SHOT
      - DEAD EYE
      - SNIPER
  - POWER ATTACK
    - CLEAVE
    - GREAT CLEAVE
  - POWERFUL CHARGE
  - QUICK DRAW
  - RUNNING ATTACK
  - SHAKE IT OFF
- SKILL FOCUS (*Stealth*) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - SKILL TRAINING (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - STRONG IN THE FORCE
  - SURGICAL EXPERTISE
  - TOUGHNESS
  - TRIP
    - THROW
  - VEHICULAR COMBAT
  - WEAPON FINESSE
  - WEAPON PROFICIENCY (*Simple Weapons* *Pistols*) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - BURST FIRE
  - DOUBLE ATTACK (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - TRIPLE ATTACK (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - RAPID SHOT
  - RAPID STRIKE
  - TRIPLE CRIT (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
  - WEAPON FOCUS (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_) (\_\_\_\_\_)
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### EQUIPMENT

GEAR	WEIGHT
Hold-out Blaster Pistol	0.5
Concealed holster	0.2
Utility Belt	0.6
Datapad	0.5
6 extra energy cells	0.0
Glowrod	1.0
Liquid Cable Dispenser (15m)	0.2
Tool Kit	1.0
1 Power Pack	0.1
Short Range Commlink	0.1
TOTAL WEIGHT	4.2
CARRYING CAPACITY	32

CREDITS

135

### FORCE POWERS

POWER	USES	SPENT	FORCE TECHNIQUES
<input type="checkbox"/> BATTLE STRIKE	(___) (_____)	<input type="checkbox"/> FORCE POINT RECOV.	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> DARK RAGE <small>DARK</small>	(___) (_____)	<input type="checkbox"/> FORCE POWER MAST.	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FARSEEING	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FORCE DISARM	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FORCE GRIP	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FORCE LIGHTNING <small>DARK</small>	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FORCE SLAM	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FORCE STUN	(___) (_____)	<input type="checkbox"/> IMP. FORCE TRANCE	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> FORCE THRUST	(___) (_____)	<input type="checkbox"/> IMP. MOVE LIGHT OBJ.	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> MIND TRICK	(___) (_____)	<input type="checkbox"/> IMP. SENSE FORCE	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> MOVE OBJECT	(___) (_____)	<input type="checkbox"/> IMP. SENSE SURR.	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> NEGATE ENERGY	(___) (_____)	<input type="checkbox"/> IMP. TELEPATHY	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> REBUKE	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> SEVER FORCE <small>LIGHT</small>	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> SURGE <small>LIGHT</small>	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> VITAL TRANSFER <small>LIGHT</small>	(___) (_____)		(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> (_____) (_____) (_____) (_____) (_____)	(___) (_____)	<input type="checkbox"/> FORCE SECRETS	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> (_____) (_____) (_____) (_____) (_____)	(___) (_____)	<input type="checkbox"/> DEVASTATING POWER	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> (_____) (_____) (_____) (_____) (_____)	(___) (_____)	<input type="checkbox"/> DISTANT POWER	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> (_____) (_____) (_____) (_____) (_____)	(___) (_____)	<input type="checkbox"/> MULTITARGET POWER	(_____) (_____) (_____) (_____) (_____)
<input type="checkbox"/> (_____) (_____) (_____) (_____) (_____)	(___) (_____)	<input type="checkbox"/> QUICKEN POWER	(_____) (_____) (_____) (_____) (_____)
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