



## CHARACTER

NAME Bale Caesar

CLASS/LEVEL Soldier 5

RACE Vesk

THEME Bounty Hunter

SIZE Medium

SPEED 30 ft.

GENDER Male

HOME WORLD The  
Veskarium

ALIGNMENT Neutral Good

DEITY

PLAYER

## ABILITY SCORES

	Score	Upgraded Score	Modifier
STR Strength	19	21	<b>+5</b>
DEX Dexterity	12	12	<b>+1</b>
CON Constitution	17	17	<b>+3</b>
INT Intelligence	10	10	<b>+0</b>
WIS Wisdom	10	10	<b>+0</b>
CHA Charisma	12	12	<b>+1</b>

## INITIATIVE

Total	Dex Modifier	Misc Modifier
<b>+1</b>	=	<b>+1</b>
		<b>+0</b>

## STAMINA, HIT POINTS, RESOLVE

	Stamina	Hit Points	Resolve Points
Total	<b>55</b>	<b>41</b>	<b>7</b>
Current			

## ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EACENERGY ARMOR CLASS	<b>17</b> =10+	<b>+5</b>	<b>+1</b>	<b>+1</b>
KACKINETIC ARMOR CLASS	<b>18</b> =10+	<b>+5</b>	<b>+1</b>	<b>+2</b>
KAC+8AC VS. COMBAT MANEUVERS	<b>26</b> =18+	<b>+5</b>	<b>+1</b>	<b>+2</b>

## SAVING THROWS

	TOTAL	BASE SAVE	Ability Mod	Misc Mod
Fort (Con)	<b>+7</b> =	<b>+4</b>	<b>+3</b>	<b>+0</b>
Ref (Dex)	<b>+2</b> =	<b>+1</b>	<b>+1</b>	<b>+0</b>
Will (Wis)	<b>+4</b> =	<b>+4</b>	<b>+0</b>	<b>+0</b>

SKILLS					
	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	+6 =	2	+3	+1	+0
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+10 =	2	+3	+5	+0
<input type="checkbox"/> BLUFF (CHA)	+1 =	0	—	+1	+0
† <input type="checkbox"/> CULTURE (INT)	+1 =	1	—	+0	+0
<input type="checkbox"/> DIPLOMACY (CHA)	+1 =	0	—	+1	+0
<input type="checkbox"/> DISGUISE (CHA)	+1 =	0	—	+1	+0
† <input checked="" type="checkbox"/> ENGINEERING (INT)	+2 =	1	+3	+0	-2
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	+5 =	1	+3	+1	+0
† <input checked="" type="checkbox"/> MEDICINE (INT)	+4 =	1	+3	+0	+0
<input type="checkbox"/> PERCEPTION (WIS)	+3 =	3	—	+0	+0
† <input type="checkbox"/> PHYSICAL SCIENCE (INT)	+1 =	1	—	+0	+0
<input checked="" type="checkbox"/> PILOTING (DEX)	+1 =	0	—	+1	+0
† <input checked="" type="checkbox"/> PROFESSION (COOK) (WIS)	+7 =	4	+3	+0	+0
<input type="checkbox"/> SENSE MOTIVE (WIS)	+0 =	0	—	+0	+0
<input type="checkbox"/> STEALTH* (DEX)	+1 =	0	—	+1	+0
<input checked="" type="checkbox"/> SURVIVAL (WIS)	+5 =	1	+3	+0	+1
† Trained only <input checked="" type="checkbox"/> Class skill * Armor check penalty applies					

EQUIPMENT		
NAME	LEVEL	BULK
Defrex hide	4	L
Doshko, advanced	7	1
Knife, survival	1	L
Semi-auto pistol, advanced	7	0
Synaptic accelerator, mk 1 (Strength)	3	—
Unarmed strike	0	
0 credits		
0 UPB	1/21	bulk

DAMAGE RES.	ENERGY RES.
(empty)	(empty)
MOVEMENT SPEEDS	
Speed 30 ft.	
ATTACK BONUSES	
	Total BAB Ability Mod Misc Mod
Attack Bonus	+5 = +5 +0 +0
Melee Attack	+10 = +5 +5 (Str) +0
Ranged Attack	+6 = +5 +1 (Dex) +0
Thrown Attack	+10 = +5 +5 (Str) +0
Combat Maneuver Bonus	+10 = +5 +5 (Str) +0
WEAPONS	
Doshko, advanced	RANGE —
LEVEL 7	TYPE Melee
ATTACK BONUS +10	SPECIAL
DAMAGE 2d12+10 P	Analog, unwieldy
CRITICAL —	
Knife, survival	RANGE —
LEVEL 1	TYPE Melee
ATTACK BONUS +10	SPECIAL
DAMAGE 1d4+7 S	Analog, operative
CRITICAL —	
Semi-auto pistol, advanced	RANGE 60 ft.
LEVEL 7	TYPE Ranged
ATTACK BONUS +6	AMMO [USAGE] 12 [1]
DAMAGE 2d6+2 P	SPECIAL
CRITICAL —	Analog
Unarmed strike	RANGE —
LEVEL 0	TYPE Melee
ATTACK BONUS +10	SPECIAL
DAMAGE 1d6+12 B	—
CRITICAL —	
SPELLS	
(empty)	
SPELL-LIKE ABILITIES	
(empty)	

**CARRYING CAPACITY**

Encumbered

Overburdened

10 bulk

21 bulk

**OTHER****Weapon Proficiencies**

Advanced Melee Weapons, Basic Melee Weapons, Grenades, Heavy Weapons, Longarms, Small Arms, Sniper Weapons

**Armor Proficiencies**

Heavy Armor, Light Armor, Powered Armor

**Feats**

Bodyguard, Diehard, Improved Unarmed Strike, In Harm's Way, Powered Armor Proficiency, Toughness

**Abilities**

Armor Savant

+1 to AC when in armor, and -1 ACP for heavy armor.

Armored Advantage (Ex)

+1 to KAC when in armor.

Bodyguard

As a reaction when adjacent ally is attacked, grant ally +2 to AC vs. that attack, but take -2 to own AC until start of nex...

Diehard

When dieing, you can spend Resolve both to stabilize and to stay in the fight within the same round.

Fearless

Vesk receive a +2 racial bonus to saving throws against fear effects.

Guard's Protection (Ex)

As a reaction, transfer half of damage to adj ally to self.

Improved Unarmed Strike

Can make unarmed strikes with body parts other than hands (but only to deal dam), and threaten with them even wh...

In Harm's Way

When ally protected by Bodyguard is hit by an attack, you can intercept and take all damage and effects in the ally's p...

Low-Light Vision (Ex)

See in dim light as if it were normal light.

Theme Knowledge (Ex)

-5 DC for Culture/Profession checks related to law enforcement and current mark. Can change mark over 1 min, but if n...

Toughness

+4 to Con checks to keep running, hold breath, or avoid dam from forced march, starvation or thirst. +4 to Fort saves ...

LANGUAGES	
Common	Verbal
Kasatha	Verbal
Vesk	Verbal

EXPERIENCE POINTS	
XP EARNED	NEXT LEVEL
14,999/15,000 XP	Next level: 6 (1 XP to go)
GAINED:	

NOTES