

CHARACTER

NAME Brandi Couture

CLASS/LEVEL Mechanic 4

RACE Human

THEME Mercenary

SIZE Medium

SPEED 40 ft.

GENDER Female

HOME WORLD Absalom
Station

ALIGNMENT Neutral

DEITY

PLAYER



ABILITY SCORES

	Score	Upgraded Score	Modifier
STR Strength	11	11	+0
DEX Dexterity	12	12	+1
CON Constitution	10	10	+0
INT Intelligence	18	18	+4
WIS Wisdom	10	10	+0
CHA Charisma	12	12	+1

INITIATIVE

Total	Dex Modifier	Misc Modifier
+1 =	+1	+0

STAMINA, HIT POINTS, RESOLVE

	Stamina	Hit Points	Resolve Points
Total	24	28	6
Current			

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EACENERGY ARMOR CLASS	14 =10+	+3	+1	+0
KACKINETIC ARMOR CLASS	15 =10+	+4	+1	+0
KAC+8AC VS. COMBAT MANEUVERS	23 =18+	+4	+1	+0

SAVING THROWS

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

SKILLS					
	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC
<input type="checkbox"/> ACROBATICS* (DEX)	+4 =	4	-	+1	-1
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+7 =	4	+3	+0	+0
<input type="checkbox"/> BLUFF (CHA)	+2 =	1	-	+1	+0
<input checked="" type="checkbox"/> COMPUTERS (INT)	+12 =	4	+3	+4	+1
<input checked="" type="checkbox"/> CULTURE (INT)	+5 =	1	-	+4	+0
<input type="checkbox"/> DIPLOMACY (CHA)	+2 =	1	-	+1	+0
<input type="checkbox"/> DISGUISE (CHA)	+1 =	0	-	+1	+0
<input checked="" type="checkbox"/> ENGINEERING (INT)	+12 =	4	+3	+4	+1
<input type="checkbox"/> INTIMIDATE (CHA)	+1 =	0	-	+1	+0
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)	+5 =	1	-	+4	+0
<input checked="" type="checkbox"/> MEDICINE (INT)	+8 =	1	+3	+4	+0
<input checked="" type="checkbox"/> PERCEPTION (WIS)	+7 =	4	+3	+0	+0
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)	+11 =	4	+3	+4	+0
<input checked="" type="checkbox"/> PILOTING (DEX)	+6 =	2	+3	+1	+0
<input type="checkbox"/> SENSE MOTIVE (WIS)	+0 =	0	-	+0	+0
<input type="checkbox"/> STEALTH* (DEX)	+1 =	1	-	+1	-1
<input type="checkbox"/> SURVIVAL (WIS)	+1 =	1	-	+0	+0

+ Trained only Class skill * Armor check penalty applies

DAMAGE RES.	ENERGY RES.
(empty)	(empty)
MOVEMENT SPEEDS	
Speed 40 ft.	
ATTACK BONUSES	
	Total BAB Ability Mod Misc Mod
Attack Bonus	+3 = +3 +0 +0
Melee Attack	+3 = +3 +0 (Str) +0
Ranged Attack	+4 = +3 +1 (Dex) +0
Thrown Attack	+3 = +3 +0 (Str) +0
Combat Maneuver Bonus	+3 = +3 +0 (Str) +0
WEAPONS	
Flash grenade I LEVEL 2 ATTACK BONUS +3 DAMAGE blinded 1d4 rounds CRITICAL -	RANGE 20 ft. TYPE Ranged SPECIAL Explode (5 ft., blinded 1d4 rounds, DC 12)
Shock grenade I LEVEL 1 ATTACK BONUS +3 DAMAGE 1d8 E CRITICAL -	RANGE 20 ft. TYPE Ranged SPECIAL Explode (15 ft., 1d8 E, DC 11)
Unarmed strike LEVEL 0 ATTACK BONUS +3 DAMAGE 1d3-1 B nonlethal CRITICAL -	RANGE - TYPE Melee SPECIAL Archaic, nonlethal
Zero pistol, hailstorm-class LEVEL 10 ATTACK BONUS +4 DAMAGE 2d6+2 C CRITICAL Staggered (DC 16)	RANGE 60 ft. TYPE Ranged AMMO [USAGE] 40 [2] SPECIAL -
SPELLS	
(empty)	
SPELL-LIKE ABILITIES	
(empty)	

EQUIPMENT		
NAME	LEVEL	BULK
Backpack, industrial (empty)	1	-
Carbon skin, graphite	3	1
Computer (tier 3)	6	4
Darkvision capacitors	3	-
Datajack	2	-
Engineering kit	1	L
Flash grenade I	2	L
Hacking kit	1	L
Shock grenade I	1	L
Signal jammer level 1 (Broadcasting Medium)	1	L
Unarmed strike	0	
Zero pistol, hailstorm-class	10	L
0 credits	5/13 bulk	
0 UPB		

CARRYING CAPACITY	
Encumbered	Overburdened
6 bulk	13 bulk

OTHER

Weapon Proficiencies
Basic Melee Weapons, Grenades, Small Arms

Armor Proficiencies
Light Armor

Feats

Deadly Aim, Fleet, Lightning Reflexes

Abilities

Custom Rig (Ex)

You have a customized toolkit you can use to hack systems and items.

Darkvision

You can see in the dark (black and white only).

Deadly Aim

When making an attack or full attack, can take -2 to attack to add 1/2 your base attack bonus (minimum 1) to damage.

Fleet

+10 to land speed in light or no armor, but only +5 if encumbered. When overburdened, speed = 10 ft.

Hack Directory (Ex)

When you fail a hacking check, you can attempt to stop a triggered countermeasure from activating.

Overload (DC 16) (Ex)

Render target device nonfunctional for 1 round.

Portable Power (Ex)

You can use your custom rig to supply limited power to a computer or starship system for up to 1 minute.

Theme Knowledge (Ex)

-5 DC for Culture/Profession checks related to knowledge of militaries.

LANGUAGES

Brethedan	Verbal
Castrovelian	Verbal
Common	Verbal
Goblin	Verbal
Kasatha	Verbal
Vesk	Verbal
Ysoki	Verbal

EXPERIENCE POINTS

XP EARNED	NEXT LEVEL
9,999/10,000 XP	Next level: 5 (1 XP to go)

GAINED:

NOTES