



### CHARACTER

NAME Lee Holiday

CLASS/LEVEL Soldier 5

RACE Ikeshti

THEME Bounty Hunter

SIZE Small

SPEED 30 ft.

GENDER Unspecified

HOME WORLD

ALIGNMENT Chaotic Good

DEITY

PLAYER

### ABILITY SCORES

	Score	Upgraded Score	Modifier
STR Strength	14	14	<b>+2</b>
DEX Dexterity	18	18	<b>+4</b>
CON Constitution	17	17	<b>+3</b>
INT Intelligence	12	12	<b>+1</b>
WIS Wisdom	8	8	<b>-1</b>
CHA Charisma	12	12	<b>+1</b>

### INITIATIVE

Total	Dex Modifier	Misc Modifier
<b>+4</b>	= +4	+0

### STAMINA, HIT POINTS, RESOLVE

	Stamina	Hit Points	Resolve Points
Total	<b>50</b>	<b>39</b>	<b>6</b>
Current			

### ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EACENERGY ARMOR CLASS	<b>20</b> =10+	+6	+4	+0
KACKINETIC ARMOR CLASS	<b>22</b> =10+	+8	+4	+0
KAC+8AC VS. COMBAT MANEUVERS	<b>30</b> =18+	+8	+4	+0

### SAVING THROWS

	TOTAL	BASE SAVE	Ability Mod	Misc Mod
Fort (Con)	<b>+7</b> =	+4	+3	+0
Ref (Dex)	<b>+5</b> =	+1	+4	+0
Will (Wis)	<b>+3</b> =	+4	-1	+0

### DAMAGE RES.

(empty)

### ENERGY RES.

(empty)

SKILLS				
	TOTAL	RANKS	CLASS ABILITY BONUS MOD	MISC
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	+10	= 4	+3 +4	-1
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+9	= 5	+3 +2	-1
<input type="checkbox"/> BLUFF (CHA)	+2	= 1	- +1	+0
+ <input type="checkbox"/> CULTURE (INT)	+2	= 1	- +1	+0
<input type="checkbox"/> DIPLOMACY (CHA)	+1	= 0	- +1	+0
<input type="checkbox"/> DISGUISE (CHA)	+3	= 0	- +1	+2
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	+6	= 2	+3 +1	+0
+ <input type="checkbox"/> LIFE SCIENCE (INT)	+2	= 1	- +1	+0
<input type="checkbox"/> PERCEPTION (WIS)	+0	= 1	- -1	+0
<input checked="" type="checkbox"/> PILOTING (DEX)	+4	= 0	- +4	+0
+ <input checked="" type="checkbox"/> PROFESSION (BOUNTY HUNTER) (WIS)	+5	= 3	+3 -1	+0
<input type="checkbox"/> SENSE MOTIVE (WIS)	+1	= 2	- -1	+0
<input type="checkbox"/> STEALTH* (DEX)	+4	= 1	- +4	-1
<input checked="" type="checkbox"/> SURVIVAL (WIS)	+4	= 1	+3 -1	+1

+ Trained only  Class skill \* Armor check penalty applies

EQUIPMENT		
NAME	LEVEL	BULK
Cold iron knife, tactical	7	L
Kasatha microcord II	6	1
Pulse gauntlet, thunderstrike	2	1
Semi-auto pistol, advanced	7	0
Silver knife, tactical	7	L
(5×) Starknife, tactical	1	0
Unarmed strike	0	
Vocal modulator	1	-
<b>70 credits</b>		
<b>0 UPB</b>		<b>2/14 bulk</b>

MOVEMENT SPEEDS
Speed 30 ft.
Climb Speed 15 ft.

ATTACK BONUSES				
	Total	BAB	Ability Mod	Misc Mod
Attack Bonus	+5	= +5	+0	+0
Melee Attack	+7	= +5	+2 (Str)	+0
Ranged Attack	+9	= +5	+4 (Dex)	+0
Thrown Attack	+7	= +5	+2 (Str)	+0
Combat Maneuver Bonus	+7	= +5	+2 (Str)	+0

WEAPONS	
Cold iron knife, tactical	
LEVEL 7	RANGE —
ATTACK BONUS +10	TYPE Melee
DAMAGE 2d4+5 S	SPECIAL Analog, operative
CRITICAL —	
Pulse gauntlet, thunderstrike	
LEVEL 2	RANGE —
ATTACK BONUS +7	TYPE Melee
DAMAGE 1d6+8 B & So	AMMO (USAGE) 20 [1]
CRITICAL Knockdown	SPECIAL Powered
Semi-auto pistol, advanced	
LEVEL 7	RANGE 60 ft.
ATTACK BONUS +9	TYPE Ranged
DAMAGE 2d6+2 P	AMMO (USAGE) 12 [1]
CRITICAL —	SPECIAL Analog
Silver knife, tactical	
LEVEL 7	RANGE —
ATTACK BONUS +10	TYPE Melee
DAMAGE 2d4+5 S	SPECIAL Analog, operative
CRITICAL —	
Starknife, tactical	
LEVEL 1	RANGE 20 ft.
ATTACK BONUS +7	TYPE Melee
DAMAGE 1d4+8 P	SPECIAL Analog, thrown (20 ft.)
CRITICAL —	
Unarmed strike	
LEVEL 0	RANGE —
ATTACK BONUS +8	TYPE Melee
DAMAGE 1d6+3 B	SPECIAL Archaic
CRITICAL —	

CARRYING CAPACITY	
Encumbered 7 bulk	Overburdened 14 bulk

OTHER

SPELLS
(empty)

SPELL-LIKE ABILITIES
(empty)

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

Armor Proficiencies
Heavy Armor, Light Armor

Feats
Adaptive Fighting (Kip Up, 1 /day), Bodyguard, Cleave, Coordinated Shot, Improved Combat Maneuver (-Choose-), Improved Unarmed Strike, Kip Up, Opening Volley, Weapon Focus +1 (Basic Melee Weapons)

## Abilities

### Adaptive Fighting (Kip Up, 1 /day)

Choose three combat feats, as a move action gain one of the three for 1 min.

### Cleave

As a standard action make a melee attack vs. one foe. On hit, make extra attack vs. a foe adjacent to the first and still i...

### Coordinated Shot

When threaten a foe with a melee weapon, allies gain +1 to ranged attacks vs. that foe as long as you are not granting...

### Desert Survivor

An ikeshti can go without water for 3 days plus a number of hours equal to her Constitution score before needing to a...

### Improved Unarmed Strike

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

### Kip Up

Standing from prone is a swift action.

### Natural Climber

Ikeshtis have a climb speed of 15 feet.

### Nimble Fusillade (Ex)

When make full attack, can take guarded step or move half speed.

### Opening Volley

When ranged attack deals dam to foe in first combat round, gain +2 to next melee attack made vs. same foe before e...

### Shed Skin

As part of the action to attempt the check, an ikeshti can shed a portion of her skin to gain a +4 bonus to Acrobatics c...

### Squirt Blood (2 /day) (Ex)

Once per day as a move action, an ikeshti brood-minder can squirt blood from one of his eyes at a foe within 30 feet, ...

### 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...

## LANGUAGES

Common

Verbal

Kasatha

Verbal

## EXPERIENCE POINTS

XP EARNED

NEXT LEVEL

14,999/15,000 XP

Next level: 6 (1 XP to go)

GAINED:

## NOTES