



CHARACTER			
NAME Stone Payne			
CLASS/LEVEL Operative 3	RACE Human	THEME Outlaw	
SIZE Medium	SPEED 40 ft.	GENDER Male	HOME WORLD Absalom Station
ALIGNMENT Neutral Evil	DEITY	PLAYER	

ABILITY SCORES			
	Score	Upgraded Score	Modifier
STR Strength	12	12	<b>+1</b>
DEX Dexterity	17	17	<b>+3</b>
CON Constitution	14	14	<b>+2</b>
INT Intelligence	10	10	<b>+0</b>
WIS Wisdom	10	10	<b>+0</b>
CHA Charisma	10	10	<b>+0</b>

INITIATIVE		
Total	Dex Modifier	Misc Modifier
<b>+5</b>	=	<b>+3</b>
		<b>+2</b>

STAMINA, HIT POINTS, RESOLVE			
	Stamina	Hit Points	Resolve Points
Total	<b>24</b>	<b>22</b>	<b>4</b>
Current			

ARMOR CLASS					
	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD	
EACENERGY ARMOR CLASS	<b>16</b> =10+	<b>+3</b>	<b>+3</b>	<b>+0</b>	
KACKINETIC ARMOR CLASS	<b>17</b> =10+	<b>+4</b>	<b>+3</b>	<b>+0</b>	
KAC+8AC VS. COMBAT MANEUVERS	<b>25</b> =18+	<b>+4</b>	<b>+3</b>	<b>+0</b>	

SAVING THROWS				
	TOTAL	BASE SAVE	Ability Mod	Misc Mod
Fort (Con)	<b>+3</b> =	<b>+1</b>	<b>+2</b>	<b>+0</b>
Ref (Dex)	<b>+6</b> =	<b>+3</b>	<b>+3</b>	<b>+0</b>
Will (Wis)	<b>+3</b> =	<b>+3</b>	<b>+0</b>	<b>+0</b>

SKILLS					
	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	+14 =	6	+3	+3	+2
<input checked="" type="checkbox"/> ATHLETICS* (STR)	+8 =	3	+3	+1	+1
<input checked="" type="checkbox"/> BLUFF (CHA)	+6 =	1	+3	+0	+2
† <input checked="" type="checkbox"/> CULTURE (INT)	+6 =	1	+3	+0	+2
<input type="checkbox"/> DIPLOMACY (CHA)	+2 =	0	—	+0	+2
<input checked="" type="checkbox"/> DISGUISE (CHA)	+6 =	1	+3	+0	+2
† <input checked="" type="checkbox"/> ENGINEERING (INT)	+4 =	1	+3	+0	+0
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	+6 =	1	+3	+0	+2
† <input checked="" type="checkbox"/> MEDICINE (INT)	+6 =	1	+3	+0	+2
<input checked="" type="checkbox"/> PERCEPTION (WIS)	+6 =	1	+3	+0	+2
<input checked="" type="checkbox"/> PILOTING (DEX)	+9 =	1	+3	+3	+2
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	+6 =	1	+3	+0	+2
† <input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	+9 =	1	+3	+3	+2
<input checked="" type="checkbox"/> STEALTH* (DEX)	+14 =	6	+3	+3	+2
<input checked="" type="checkbox"/> SURVIVAL (WIS)	+7 =	2	+3	+0	+2
† Trained only <input checked="" type="checkbox"/> Class skill * Armor check penalty applies					

EQUIPMENT		
NAME	LEVEL	BULK
Carbon skin, graphite	3	1
Knife, survival	1	L
Retinal reflectors	3	—
Semi-auto pistol, tactical	1	0
Shirren-eye rifle, advanced	8	2
Unarmed strike	0	
0 credits	3/12 bulk	
0 UPB		

DAMAGE RES.	ENERGY RES.
(empty)	(empty)
MOVEMENT SPEEDS	
Speed 40 ft.	
ATTACK BONUSES	
	Total BAB Ability Mod Misc Mod
Attack Bonus	+2 = +2 +0 +0
Melee Attack	+3 = +2 +1 (Str) +0
Ranged Attack	+5 = +2 +3 (Dex) +0
Thrown Attack	+3 = +2 +1 (Str) +0
Combat Maneuver Bonus	+3 = +2 +1 (Str) +0
WEAPONS	
Knife, survival LEVEL 1 ATTACK BONUS +5 DAMAGE 1d4+2 S CRITICAL —	RANGE — TYPE Melee SPECIAL Analog, operative
Semi-auto pistol, tactical LEVEL 1 ATTACK BONUS +5 DAMAGE 1d6+1 P CRITICAL —	RANGE 30 ft. TYPE Ranged AMMO (USAGE) 9 [1] SPECIAL Analog
Shirren-eye rifle, advanced LEVEL 8 ATTACK BONUS +5 DAMAGE 2d10+3 P CRITICAL —	RANGE 70 ft. TYPE Ranged AMMO (USAGE) 4 [1] SPECIAL Analog, sniper (500 ft.), unwieldy
Unarmed strike LEVEL 0 ATTACK BONUS +3 DAMAGE 1d3-1 B nonlethal CRITICAL —	RANGE — TYPE Melee SPECIAL Archaic, nonlethal
SPELLS	
(empty)	
SPELL-LIKE ABILITIES	
(empty)	

CARRYING CAPACITY	
Encumbered 6 bulk	Overburdened 12 bulk

OTHER

Weapon Proficiencies
Basic Melee Weapons, Small Arms, Sniper Weapons

Armor Proficiencies
Light Armor

Feats
Far Shot, Improved Combat Maneuver (Dirty Trick), Mobility, Skill Focus (Acrobatics), Skill Focus (Stealth)

Abilities
Evasion (Ex) If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead s...
Far Shot Range penalties are reduced to -1 per full range increment.
Holographic Clone (1 /day) (Ex) You can create holographic duplicates or psychic projections of yourself that conceal your true location. Once per day ...
Low-Light Vision (Ex) See in dim light as if it were normal light.
Mobility +4 to AC vs. attacks of opportunity provoked by leaving a threatened square.
Theme Knowledge (Ex) -5 DC for Culture checks related to knowledge of the criminal underworld.
Trick Attack +1d8 (Ex) You can trick an opponent to deal extra damage.

LANGUAGES	
Common	Verbal
Kasatha	Verbal

EXPERIENCE POINTS	
XP EARNED	NEXT LEVEL
5,999/6,000 XP	Next level: 4 (1 XP to go)
GAINED:	

NOTES