

CHARACTER NAME

The Mandalorian

CHARACTER SHEET



By Giffalas
Version 1.09

DESCRIPTION

CLASS/LEVEL: Soldier/1
 RACE: Human
 THEME: Bounty Hunter
 Medium (Base Speed 30, Adjusted Speed 30)
 M (Gender)
 Mandalore (Home World)
 LN (LN)
 Talavet (Deity)
 ALIGNMENT DEITY: _____
 PLAYER: _____

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	12	1	12	+1
DEX DEXTERITY	16	3	16	+3
CON CONSTITUTION	12	1	12	+1
INT INTELLIGENCE	10	0	10	0
WIS WISDOM	13	1	13	+1
CHA CHARISMA	10	0	10	0

SKILLS

SKILL RANKS PER LEVEL: **4**

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	3		0	3	
<input checked="" type="checkbox"/> ATHLETICS* (STR)	5	1	3	1	
<input type="checkbox"/> BLUFF (CHA)	0		0	0	
<input type="checkbox"/> COMPUTERS (INT)			0	0	
<input type="checkbox"/> CULTURE (INT)			0	0	
<input type="checkbox"/> DIPLOMACY (CHA)	0		0	0	
<input type="checkbox"/> DISGUISE (CHA)	0		0	0	
<input checked="" type="checkbox"/> ENGINEERING (INT)			0	0	
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	0		0	0	
<input type="checkbox"/> LIFE SCIENCE (INT)			0	0	
<input checked="" type="checkbox"/> MEDICINE (INT)	4	1	3	0	
<input type="checkbox"/> MYSTICISM (WIS)			0	1	
<input type="checkbox"/> PERCEPTION (WIS)	1		0	1	
<input type="checkbox"/> PHYSICAL SCIENCE (INT)			0	0	
<input checked="" type="checkbox"/> PILOTING (DEX)	3		0	3	
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS) Bounty Hunter wis	5	1	3	1	
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS) CHA	0				
<input type="checkbox"/> SENSE MOTIVE (WIS)	1		0	1	
<input type="checkbox"/> SLEIGHT OF HAND* (DEX)			0	3	
<input type="checkbox"/> STEALTH* (DEX)	3		0	3	
<input checked="" type="checkbox"/> SURVIVAL (WIS)	5	1	3	1	

SKILL NOTES

INITIATIVE

TOTAL = 3 = DEX MODIFIER (+3) + MISC MODIFIER ()

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	8	11	2
CURRENT	8	11	2

ARMOR CLASS

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EAC ENERGY ARMOR CLASS	13	=10+	+3	
KAC KINETIC ARMOR CLASS	13	=10+	+3	
AC VS. COMBAT MANEUVERS	21	= 8 +	KAC	

DR _____ RESISTANCES _____

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)	3	2	1	
REFLEX (DEXTERITY)	3	0	3	
WILL (WISDOM)	3	2	1	

ATTACK BONUSES

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	1	0	+1	
RANGED ATTACK	3	0	+3	
THROWN ATTACK	1	0	+1	

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
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SPECIAL			

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			

ABILITIES

Large empty box for listing abilities.

SPELLS KNOWN

Spells Known section with a total count box and a table for spells 0-6th level, including columns for spells known, spells per day, and spell slots used.

FEATS AND PROFICIENCIES

Opening Volley: +2 bonus to a melee attack against a target you damage with a ranged attack. (Hit-and-Run Style)
Close Combat: When you hit an adjacent foe with a melee attack, as long as you are adjacent to that target, you gain a +2 circumstance bonus to your AC against attacks from other creatures that are not adjacent to you until the beginning of your next turn.
Bodyguard: As a reaction when an adjacent ally is attacked, you can grant that ally a +2 circumstance bonus to its AC against that attack. If you do so, you take a -2 penalty to your own AC until the beginning of your next turn.

Backpack

EQUIPMENT

Table with columns for EQUIPMENT, LEVEL, and BULK. Multiple rows for listing items.

CREDITS [] TOTAL BULK 0

OTHER WEALTH []

CARRYING CAPACITY

Table with columns for UNENCUMBERED (6), ENCUMBERED (12), and OVERBURDENED (13).

EXPERIENCE POINTS

Table with columns for XP EARNED and NEXT LEVEL.

LANGUAGES

Empty box for listing languages.

