

# STAR WARS®

ROLEPLAYING GAME



NAME: **Darth Bast** PLAYER

CLASS: **nonheroic 2/Jedi 7/Sith Apprentice 3** SPECIES: **Twi'lek** LEVEL: **12**

AGE: \_\_\_\_\_ GENDER: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ DESTINY: \_\_\_\_\_

	SCORE	MODIFIER
STR ENTH	12	+1
DEX TERTY	10	+0
CON STITUTION	12	+1
INT ELLIGENCE	12	+1
WIS DOM	14	+2
CHA RISMA	16	+3

**HIT POINTS**

TOTAL: **130**

CURRENT: \_\_\_\_\_

WILL DEFENSE: **24**

MISC BONUS: **+0**

DAMAGE THRESHOLD: **24**

SPEED: **6**

INITIATIVE: **+6**

PERCEPTION: **+8**

BASE ATTACK: **+11**

FORCE POINTS: **6**

DESTINY POINTS: **0**

**CONDITION**

**NORMAL**

-1 TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

-2 TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

-5 TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

-10 TO ALL DEFENSES, TO ATTACKS, SKILL, & ABILITY CHECKS

**HELPLESS**  
(UNCONSCIOUS OR DISABLED)

DR: \_\_\_\_\_ SR: \_\_\_\_\_

**DEFENSES**

	TOTAL	LEVEL OR ARMOUR	CLASS BONUS	ABILITY MOD	MISC	
FORT	25	10 +	+12	+2	+1	+2
REF	24	10 +	+10	+2	+0	+2
WILL	24	10 +	+12	+2	+2	+0

**WEAPON** Unarmed

ATTACK: **+12** DAMAGE: **1d8+6**

TYPE: Bludgeoning STUN: \_\_\_\_\_ POWER: \_\_\_\_\_

NOTES: Can't be disarmed

**WEAPON**

ATTACK: \_\_\_\_\_ DAMAGE: \_\_\_\_\_

TYPE: \_\_\_\_\_ STUN: \_\_\_\_\_ POWER: \_\_\_\_\_

NOTES: \_\_\_\_\_

**WEAPON**

ATTACK: \_\_\_\_\_ DAMAGE: \_\_\_\_\_

TYPE: \_\_\_\_\_ STUN: \_\_\_\_\_ POWER: \_\_\_\_\_

NOTES: \_\_\_\_\_

**WEAPON**

ATTACK: \_\_\_\_\_ DAMAGE: \_\_\_\_\_

TYPE: \_\_\_\_\_ STUN: \_\_\_\_\_ POWER: \_\_\_\_\_

NOTES: \_\_\_\_\_

**WEAPON**

ATTACK: \_\_\_\_\_ DAMAGE: \_\_\_\_\_

TYPE: \_\_\_\_\_ STUN: \_\_\_\_\_ POWER: \_\_\_\_\_

NOTES: \_\_\_\_\_

**WEAPON**

ATTACK: \_\_\_\_\_ DAMAGE: \_\_\_\_\_

TYPE: \_\_\_\_\_ STUN: \_\_\_\_\_ POWER: \_\_\_\_\_

NOTES: \_\_\_\_\_

**SPECIAL COMBAT ACTIONS**

**SPECIAL QUALITIES**

Deceptive, Low-Light Vision

**DARK SIDE SCORE**

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

**ARMOR** \_\_\_\_\_ **SPD** \_\_\_\_\_

REF DEF: \_\_\_\_\_ FORT DEF: \_\_\_\_\_ MAX DEX: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

NOTES: \_\_\_\_\_

INT. EQUIP. \_\_\_\_\_

TYPE: \_\_\_\_\_ AVAIL: \_\_\_\_\_ COST: \_\_\_\_\_

- Destiny Points:** Spend a Destiny point to:
- Automatically score a critical hit
  - Automatically cause a hit against you to miss
  - Act out of turn
  - Gain 3 Force points
  - Take damage instead of another within 1 sq.
  - Increase effect of some Force powers
- Force Points:** Spend Force point to:
- Gain +1d6 on attack, skill or ability check roll
  - Return spent Force power to suite (reaction)
  - Avoid dying
  - Reduce Dark Side score by 1

**NOTES**

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**PARTY**

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CAMPAIGN

XP 0 xp

Equipment

wt.

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC	REROLL	TAKE 10
Acrobatics	+6	+6	+0	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Climb	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Deception	+6	+6	+3	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Endurance	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Gather Information	+9	+6	+3	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	+6	+6	+0	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Jump	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Bureaucracy)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Galactic Lore)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Life Sciences)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Physical Sciences)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Social Sciences)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Tactics)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Knowledge (Technology)	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Mechanics	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Perception	+8	+6	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Persuasion	+14	+6	+3	+5	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Pilot	+6	+6	+0	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Ride	+6	+6	+0	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	+6	+6	+0	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Survival	+8	+6	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Swim	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Treat Injury	+8	+6	+2	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Use Computer	+7	+6	+1	+0	+0	+0	<input type="checkbox"/>	<input type="checkbox"/>
Use the Force	+19	+6	+3	+5	+5	+0	<input type="checkbox"/>	<input type="checkbox"/>

FEATS

	PAGE	PAGE
Dreadful Countenance	Web	
Fight Through Pain	GAW 23	
Force Sensitivity	85	
Force Training	85	
Martial Arts I	86	
Martial Arts II	86	
Skill Focus (Use the Force)	88	

CREDITS

0 cr

0.0 kg (max 72 kg)

CARRIED

LANGUAGES

Basic

Ryl

Lekku

Sith

FORCE POWERS

Dark Transfer (2)

Fear (2)

Force Lightning (2)

Force Scream

Hatred

Rend

TALENTS

	PAGE	PAGE
Dark Side Savant	JATM 16	
Power of the Dark Side	101	
Dark Presence	101	
Swift Power	101	
Sith Alchemy	JATM 21	
Cause Mutation	JATM 21	

FORCE TECHNIQUES & SECRETS

Dominate Mind