

STAR WARS®

ROLEPLAYING GAME



NAME **Darth Chimera** PLAYER
 CLASS **Jedi 7/Jedi Knight 3/Sith Apprentice 2** SPECIES **Chiss** LEVEL **12**
 AGE **30** GENDER **Male** HEIGHT **1.80m** WEIGHT **100 kg** DESTINY

	SCORE	MODIFIER
STR ENTH	13	+1
DEX TERTY	17	+3
CON STITUTION	14	+2
INT ELLIGENCE	14	+2
WIS DOM	12	+1
CHA RISMA	14	+2

HIT POINTS

TOTAL **143**

CURRENT

26 FORT DEFENSE

+0 MISC BONUS

26 DAMAGE THRESHOLD

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	26	10 +	+12	+2	+0
REF	27	10 +	+12	+3	+0
WILL	25	10 +	+12	+1	+0

WEAPON **main hand lightsaber** ATTACK +18 DAMAGE 2d8+7

TYPE Energy and Slashing STUN POWER Special Energy Cell

NOTES Ignore DR; +1 to attack; Deals fire damage

WEAPON **off hand lightsaber** ATTACK +20 DAMAGE 2d6+7

TYPE Energy and Slashing STUN POWER Special Energy Cell

NOTES Ignore DR; +1 to attack; Deals fire damage

WEAPON ATTACK DAMAGE

TYPE STUN POWER

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NOTES

SPECIAL COMBAT ACTIONS

Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III

SPECIAL QUALITIES

Low-Light Vision, Bonus Trained Skill, Build Lightsaber

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

PARTY

Equipment

wt.

main hand lightsaber (self-built)	1.0 kg
off hand lightsaber (self-built)	0.5 kg

CREDITS -7,500 cr CARRIED 1.5 kg (max 84.5 kg)

LANGUAGES

Cheunh
Basic
Sith

FORCE POWERS

Dark Rage
Force Lightning

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC	REROLL	TAKE 10
Acrobatics	+14	+6	+3	+5	+0	+0		
Climb	+7	+6	+1	+0	+0	+0		
Deception	+14	+6	+2	+0	+0	+0		
Endurance	+8	+6	+2	+0	+0	+0		
Gather Information	+8	+6	+2	+0	+0	+0		
Initiative	+14	+6	+3	+5	+0	+0		
Jump	+7	+6	+1	+0	+0	+0		
Knowledge (Bureaucracy)	+13	+6	+2	+5	+0	+0		
Knowledge (Galactic Lore)	+8	+6	+2	+0	+0	+0		
Knowledge (Life Sciences)	+8	+6	+2	+0	+0	+0		
Knowledge (Physical Sciences)	+8	+6	+2	+0	+0	+0		
Knowledge (Social Sciences)	+8	+6	+2	+0	+0	+0		
Knowledge (Tactics)	+8	+6	+2	+0	+0	+0		
Knowledge (Technology)	+8	+6	+2	+0	+0	+0		
Mechanics	+8	+6	+2	+0	+0	+0		
Perception	+12	+6	+1	+5	+0	+0		
Persuasion	+8	+6	+2	+0	+0	+0		
Pilot	+9	+6	+3	+0	+0	+0		
Ride	+9	+6	+3	+0	+0	+0		
Stealth	+9	+6	+3	+0	+0	+0		
Survival	+7	+6	+1	+0	+0	+0		
Swim	+7	+6	+1	+0	+0	+0		
Treat Injury	+7	+6	+1	+0	+0	+0		
Use Computer	+8	+6	+2	+0	+0	+0		
Use the Force	+18	+6	+2	+5	+5	+0		

FEATS

	PAGE	PAGE
Dual Weapon Mastery I	84	
Dual Weapon Mastery II	84	
Dual Weapon Mastery III	84	
Force Sensitivity	85	
Force Training	85	
Skill Focus (Use the Force)	88	
Toughness	88	
Weapon Finesse	89	
Weapon Focus (lightsabers)	89	
Weapon Proficiency (lightsabers)	89	
Weapon Proficiency (simple)	89	

TALENTS

	PAGE	PAGE
Lightsaber Defense x1	41	
Shoto Focus	JATM 14	
Power of the Dark Side	101	
Swift Power	101	
Shoto Master	JATM 19	
Twin Weapon Style	JATM 21	
Twin Weapon Mastery	JATM 21	

FORCE TECHNIQUES & SECRETS

Improved Dark Rage
Improved Force Lightning