

# Kelwyn Aglarond, Jedi Knight

CHARACTER NAME  
**Jedi Guardian/Scoundrel** **Human**  
 CLASS SPECIES  
**16** **Male** **1.7m** **80kg**  
 AGE GENDER HEIGHT WEIGHT

PLAYER  
**9** **7/2**  
 CHARACTER LEVEL CLASS LEVEL  
**Green** **Brown** **Cauc.**  
 EYES HAIR SKIN



## CHARACTER RECORD SHEETS

ABILITY SCORE	ABILITY MODIFIER	[TEMP] SCORE	[TEMP] MODIFIER
<b>STR</b> STRENGTH	13	+1	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	16	+3	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	16	+3	
<b>CHA</b> CHARISMA	14	+2	

ABILITY	TOTAL
<b>VITALITY</b>	93
<b>DEFENSE</b>	23
<b>SPEED</b>	10
<b>BASE ATTACK BONUS</b>	+8
<b>FORCE POINTS</b>	7

ABILITY	TOTAL
<b>WOUNDS</b>	16
<b>DEFENSE</b>	23 = 10 + <b>+10</b> (CLASS BONUS) OR <b>+4</b> (DEX MOD) + <b>+4</b> (EQUIP BONUS) + <b>+4</b> (SIZE MOD) + <b>+4</b> (MISC BONUS)
<b>INITIATIVE MODIFIER</b>	+4 = <b>+4</b> (DEX BONUS) + <b>+4</b> (MISC BONUS)
<b>REPUTATION</b>	8

NOTE: CLASS BONUS AND EQUIPMENT BONUS DO NOT STACK

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> [CONSTITUTION]	8	5	3	
<b>REFLEX</b> [DEXTERITY]	12	8	4	
<b>WILL</b> [WISDOM]	7	4	3	

ATTACK BONUS	TOTAL	BASE	STR MOD	SIZE MOD	MISC MOD
<b>MELEE</b> ATTACK BONUS	9/12*	8	+1/+4*		
<b>RANGED</b> ATTACK BONUS	12	8	+4		

## SKILLS MAX RANKS /

CROSS CLASS	SKILL NAME	HEV ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input checked="" type="checkbox"/>	Appraise ■	INT	+1			+1
<input checked="" type="checkbox"/>	Astrogate	INT	+1	2		+3
<input checked="" type="checkbox"/>	Bluff ■	CHA	+2	1		+3
<input checked="" type="checkbox"/>	Climb ■	STR*	+1	2		+3
<input type="checkbox"/>	Computer Use ■	INT	+1	2		+3
<input type="checkbox"/>	Craft (Lightsaber) ■	INT	+1	2		+3
<input checked="" type="checkbox"/>	Demolitions	INT				
<input checked="" type="checkbox"/>	Diplomacy •	CHA	+2	1		+3
<input checked="" type="checkbox"/>	Disable Device	INT	+1	2		+3
<input checked="" type="checkbox"/>	Disguise •	CHA	+2			+2
<input checked="" type="checkbox"/>	Entertain (_____) ■	CHA	+2			+2
<input checked="" type="checkbox"/>	Escape Artist ■	DEX*	+4	1		+5
<input checked="" type="checkbox"/>	Forgery ■	INT	+1			+1
<input checked="" type="checkbox"/>	Gather Information ■	CHA	+2			+2
<input checked="" type="checkbox"/>	Handle Animal	CHA				
<input checked="" type="checkbox"/>	Hide ■	DEX*	+4			+4
<input checked="" type="checkbox"/>	Intimidate ■	CHA	+2	1		+3
<input checked="" type="checkbox"/>	Jump ■	STR*	+1	3	(+2)	+4(+6)
<input type="checkbox"/>	Knowledge (Jedi Lore)	INT	+1	1		+2
<input type="checkbox"/>	Knowledge (Alien Species)	INT	+1	1		+2
<input checked="" type="checkbox"/>	Listen ■	WIS	+3	2		+5
<input checked="" type="checkbox"/>	Move Silently ■	DEX*	+4			+4
<input checked="" type="checkbox"/>	Pilot ■	DEX	+4	4		+8
<input type="checkbox"/>	Profession (_____)	WIS				
<input checked="" type="checkbox"/>	Read/Write Language(_____)	None				
<input checked="" type="checkbox"/>	Read/Write Language(_____)	None				
<input checked="" type="checkbox"/>	Repair	INT	+1	2		+3
<input checked="" type="checkbox"/>	Ride ■	DEX	+4			+4
<input checked="" type="checkbox"/>	Search ■	INT	+1	2		+3
<input checked="" type="checkbox"/>	Sense Motive ■	WIS	+3	1		+4
<input checked="" type="checkbox"/>	Sleight Of Hand	DEX*	+4	1		+5
<input checked="" type="checkbox"/>	Speak Language(_____)	None				
<input checked="" type="checkbox"/>	Speak Language(_____)	None				
<input checked="" type="checkbox"/>	Spot •	WIS	+3	3		+6
<input checked="" type="checkbox"/>	Survival ■	WIS	+3			+3
<input checked="" type="checkbox"/>	Swim ■	STR	+1			+1
<input checked="" type="checkbox"/>	Treat Injury ■	WIS	+3			+3
<input type="checkbox"/>	Tumble	DEX*	+4	5		+9

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lightsaber	+13/+8*	2d8+1d8+1	19

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Melee	1kg	E	M	Ignores Hardness bonus

\* Personally crafted Lightsaber grants an additional +1 attack bonus (+14/+9)

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Blaster Pistol	+12/+7	3d6	20

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10	1kg	E	S	1d6+1 Stun DC 15 to Resist

ARMOR/ PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

Skills marked ■ can be used Untrained (0 skill ranks). \* Armor check penalty, if any, applies.  
 Cross-class skill codes: (G) denotes cross-class to Jedi Guardian, (S) denotes cross-class to Scoundrel, (X) denotes cross-class to both.  
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EXPERIENCE POINTS

GEAR

Table with 4 columns: ITEM, WT., ITEM, WT. containing various gear items like Jedi Robes, Aquata Breather, Comlink, etc.

CREDITS

3335 Credits on a Credit Chip (1 kg)

LANGUAGES

- Basic
Rodese

CHECK BOX IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

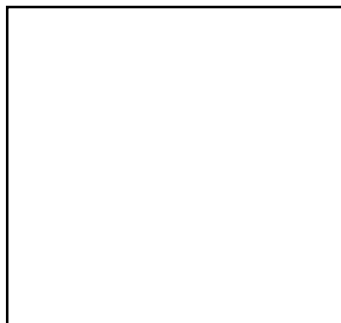
FORCE FEATS

- Alter, Control, Force Mastery, Sense, etc.

CHARACTER ILLUSTRATION



WEAPON/LIGHTSABER SKETCH



FEATS/SPECIAL ABILITIES

- Acrobatic, Alertness, Ambidexterity, Animal Affinity, Armor Proficiency, etc.

FORCE SKILLS

MAX RANKS /

Table with columns: CROSS CLASS, SKILL NAME, FEAT, HEV ABILITY, ABILITY MODIFIER, RANKS, MISC. MODIFIER, SKILL MODIFIER

Skills marked ■ can be used Untrained (0 skill ranks). \* Armor check penalty, if any, applies. † Use of this skill earns a dark side point.

NOTES

Note: the number of feats gained has been increased in our campaign to 1 every odd level.