

CHARACTER NAME

**JAVAASHO**

DESCRIPTION

**SOLARIAN / 1**

**TROX**

**DEATH-TOUCHED**

CLASS/LEVEL

RACE

THEME

**LARGE**

**35FT/BURROW 20**

**MALE**

**SUSKILLON**

SIZE SPEED

GENDER

HOME WORLD

**LG**

**TYLER**

ALIGNMENT DEITY

PLAYER

**ABILITY SCORES**

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	16	+3		
<b>DEX</b> DEXTERITY	10	+0		
<b>CON</b> CONSTITUTION	13	+1		
<b>INT</b> INTELLIGENCE	10	+0		
<b>WIS</b> WISDOM	10	+0		
<b>CHA</b> CHARISMA	14	+2		

**SKILLS**

SKILL RANKS PER LEVEL **6**

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	1	1	3	0	-3
<input checked="" type="checkbox"/> ATHLETICS* (STR)	4	1	3	3	-3
<input type="checkbox"/> BLUFF (CHA)	2	0	0	2	0
<input type="checkbox"/> COMPUTERS (INT)	0	0	0	0	0
<input type="checkbox"/> CULTURE (INT)	0	0	0	0	0
<input checked="" type="checkbox"/> DIPLOMACY (CHA)	6	1	3	2	0
<input type="checkbox"/> DISGUISE (CHA)	2	0	0	2	0
<input type="checkbox"/> ENGINEERING (INT)	0	0	0	0	0
<input type="checkbox"/> INTIMIDATE (CHA)	4	0	0	2	2
<input type="checkbox"/> LIFE SCIENCE (INT)	0	0	0	0	0
<input type="checkbox"/> MEDICINE (INT)	0	0	0	0	0
<input checked="" type="checkbox"/> MYSTICISM (WIS)	2	0	0	0	2
<input checked="" type="checkbox"/> PERCEPTION (WIS)	1	0	0	0	1
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)	0	0	0	0	0
<input type="checkbox"/> PILOTING (DEX)	0	0	0	0	0
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	0	0	0	2	0
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	4	1	3	0	0
<input type="checkbox"/> SLEIGHT OF HAND* (DEX)	-3	0	0	0	-3
<input checked="" type="checkbox"/> STEALTH* (DEX)	-3	0	0	0	-3
<input type="checkbox"/> SURVIVAL (WIS)	0	0	0	0	0

†Trained Only  Class Skill \*Armor check penalty applies

TOTAL = DEX MODIFIER + MISC MODIFIER  
**+0** = **+0** + **+0**

**INITIATIVE**

**HEALTH AND RESOLVE**

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	8	12	3
CURRENT	8	12	3

**ARMOR CLASS**

<b>EAC</b> ENERGY ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	15	=10+	4	+ 0 + 1
<b>KAC</b> KINETIC ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	17	=10+	6	+ 0 + 1
AC VS. COMBAT MANEUVERS	25	= 8 +	<b>KAC</b>	
DR	RESISTANCES			

**SAVING THROWS**

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	3	= 2	+ 1	+ 0
<b>REFLEX</b> (DEXTERITY)	1	= 0	+ 0	+ 1
<b>WILL</b> (WISDOM)	2	= 2	+ 0	+ 0

**ATTACK BONUSES**

BASE ATTACK BONUS (BAB) **1**

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	4	= 1	+ 3	+ 0
RANGED ATTACK	1	= 1	+ 0	+ 0
THROWN ATTACK	4	= 1	+ 3	+ 0

**WEAPONS**

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
<b>SOLAR SHIELD</b> SOULFIRE + APOCALYPSE	1	4	1D3+6
CRITICAL	RANGE	TYPE	AMMO/USAGE
CORRODE 1D4	-	ADV. MELEE	-
SPECIAL	<b>ANALOG</b>		
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
CRITICAL	RANGE	TYPE	AMMO/USAGE
			SPECIAL

ABILITIES

RACIAL

DARKVISION

BELWARK

BURROWER

CHITIN

FRENZY

GRAPPLER

SPIRITUAL FERVOR

CLASS

SOLAR MANIFESTATION: SHIELD

STELLAR MODE

SKILL ADEPT

STELLAR REVELATION:

BLACKHOLE/SUPERNOVA

SPELLS KNOWN

0 SPELLS KNOWN

1ST SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

CLASS PROFICIENCIES:

LIGHT ARMOR, HEAVY ARMOR,

SMALL ARMS, BASIC MELEE,

ADV MELEE

FEATS

HEAVY ARMOR PROFICIENCY

EQUIPMENT

LEVEL BULK

FORMIAN PLATE

3

BLACK HEART

L

SERUM OF HEALING MK 1

L

CREDITS 0 TOTAL BULK 3

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED

8

ENCUMBERED

16

OVERBURDENED

17

LANGUAGES

COMMON, SHIRREN TROX

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300