

CHARACTER NAME **SPROUTS MARLOWE**

DESCRIPTION

DETECTIVE OPERATIVE/1

RAXILITE

STREET RAT

CLASS/LEVEL

RACE

THEME

TINY

30 FT

MALE

SUSKILLON

SIZE

SPEED

GENDER

HOME WORLD

CG

MYLES

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	6	-2		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	12	+1		
WIS WISDOM	14	+2		
CHA CHARISMA	13	1		

SKILLS

SKILL RANKS PER LEVEL **11**

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	8	1	3	3	1
<input checked="" type="checkbox"/> ATHLETICS* (STR)	-1	0	0	-2	1
<input checked="" type="checkbox"/> BLUFF (CHA)	8	1	3	1	3
<input checked="" type="checkbox"/> COMPUTERS (INT)	6	1	3	1	1
<input checked="" type="checkbox"/> CULTURE (INT)	8	1	3	1	3
<input type="checkbox"/> DIPLOMACY (CHA)	4	0	0	1	3
<input checked="" type="checkbox"/> DISGUISE (CHA)	6	1	3	1	1
<input checked="" type="checkbox"/> ENGINEERING (INT)	2	0	0	1	1
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	6	1	3	1	1
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)	2	0	0	1	1
<input checked="" type="checkbox"/> MEDICINE (INT)	6	1	3	1	1
<input type="checkbox"/> MYSTICISM (WIS)	3	0	0	2	1
<input checked="" type="checkbox"/> PERCEPTION (WIS)	7	1	3	2	1
<input type="checkbox"/> PHYSICAL SCIENCE (INT)	2	0	0	1	1
<input checked="" type="checkbox"/> PILOTING (DEX)	4	0	0	3	1
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	3	0	0	2	1
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	9	1	3	2	3
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	4	0	0	3	1
<input checked="" type="checkbox"/> STEALTH* (DEX)	9	1	3	3	2
<input checked="" type="checkbox"/> SURVIVAL (WIS)	7	1	3	2	1

†Trained Only Class Skill *Armor check penalty applies

TOTAL **+3** = DEX MODIFIER **+3** + MISC MODIFIER **+0**

INITIATIVE

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	7	8	4
CURRENT	7	8	4

ARMOR CLASS

EAC ENERGY ARMOR CLASS	TOTAL 14	= 10 +	ARMOR BONUS 1	+	DEX MOD 3	+	MISC MOD 0
KAC KINETIC ARMOR CLASS	TOTAL 15	= 10 +	ARMOR BONUS 2	+	DEX MOD 3	+	MISC MOD 0
AC VS. COMBAT MANEUVERS	23	= 8 +	KAC				
DR	RESISTANCES						

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)	1	0	1	0
REFLEX (DEXTERITY)	5	2	3	0
WILL (WISDOM)	4	2	2	0

ATTACK BONUSES

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	-2	0	-2	0
RANGED ATTACK	3	0	3	0
THROWN ATTACK	-2	0	-2	0

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
AZIMUTH LASER PISTOL	1	4	104 F
CRITICAL	RANGE	TYPE	AMMO/USAGE
104 BURN	80	SMALL ARMS	20/1
SPECIAL	-		
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

SKILL NOTES -5 TO CULTURE DC'S TO RECALL KNOWLEDGE

ABOUT LOCAL LAWS, THE CRIMINAL UNDERWORLD, RUMORS, AND

OFFICIAL AND UNOFFICIAL POWER PLAYERS IN THE AREA.

ABILITIES

RACIAL

LOW-LIGHT VISION

FLOWERING OR SEEDING

LFAN

LFAN SYMBIOSIS

LIMITED PLANT BENEFITS

CLASS

SPECIALIZATION: DETECTIVE

OPERATIVE'S EDGE +1

TRICK ATTACK +1D4

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, SMALL ARMS,

BASIC MELEE, SNIPERS

FEATS

WEAPON FOCUS (SMALL ARMS)

SKILL FOCUS (SENSE MOTIVE)

SKILL FOCUS (CULTURE)

EQUIPMENT

LEVEL BULK

LASER PISTOL, AZIMUTH

L

SECOND SKIN

L

SERUM OF HEALING MK1

3 L

FIELD RATIONS

3 L

BATTERIES (20)

4 L

CREDITS 7 TOTAL BULK 1

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED

3

ENCUMBERED

5

OVERBURDENED

6

LANGUAGES

COMMON, RAXILITE, YSOKI, GOBLIN

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300