

CHARACTER NAME **TREST VAKANSK**

DESCRIPTION

WARMONGER MYSTIC / 1 SHIRREN

MERCENARY

CLASS/LEVEL

RACE

THEME

MEDIUM 25 FT HOST SUSKILLON

SIZE SPEED GENDER HOME WORLD

LN GIBERT

ALIGNMENT DEITY PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	10	+0		
WIS WISDOM	14	+2		
CHA CHARISMA	8	-1		

SKILLS

SKILL RANKS PER LEVEL **6**

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

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES -5 TO DC'S FOR CULTURE AND PROFESSION

(SOLDIER) CHECKS TO RECALL KNOWLEDGE ABOUT HIERARCHIES,

PRACTICES, PERSONNEL, AND SO ON IN THE MILITARY.

INITIATIVE

TOTAL **+1** = DEX MODIFIER **+1** + MISC MODIFIER **+0**

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	7	12	3
CURRENT	7	12	3

ARMOR CLASS

EAC ENERGY ARMOR CLASS	TOTAL 12	= 10 +	ARMOR BONUS 1	+	DEX MOD 1	+	MISC MOD 0
KAC KINETIC ARMOR CLASS	TOTAL 15	= 10 +	ARMOR BONUS 4	+	DEX MOD 1	+	MISC MOD 0
AC VS. COMBAT MANEUVERS	TOTAL 23	= 8 +	KAC				
DR	RESISTANCES						

SAVING THROWS

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

ATTACK BONUSES

BASE ATTACK BONUS (BAB) **0**

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

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
TACTICAL DUELING SWORD	1	3	1D6+3
CRITICAL	RANGE	TYPE	AMMO/USAGE
-	-	BASIC MELEE	-
SPECIAL	ANALOG		
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
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CRITICAL	RANGE	TYPE	AMMO/USAGE
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

ABILITIES

RACIAL

BLINDSENSE (VIBRATION)

COMMUNALISM

CULTURAL FASCINATION

LIMITED TELEPATHY

CLASS

HEALING TOUCH

CONNECTION: WARMONGER

WEAPONS OF WAR

SPELLS KNOWN

0 SPELLS KNOWN 4

STABILIZE

PSYCHOKINETIC HAND

TELEKINETIC PROJECTILE

GHOST SOUND (DC 12)

1ST SPELLS KNOWN 4 SPELLS PER DAY 3 SPELL SLOTS USED 0

SUMMON CREATURE

MYSTIC CURE

WISP ALLY

2ND SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

FEATS AND PROFICIENCIES

CLASS PROFICIENCIES:

LIGHT ARMOR, SMALL ARMS

BASIC MELEE

FEATS

HEAVY ARMOR PROFICIENCY

EQUIPMENT

LEVEL BULK

TACTICAL DUELING SWORD L

REINFORCED EVA SUIT 2

INDUSTRIAL BACKPACK 1

MEDKIT L

ENVIRONMENTAL CLOTHING L

HYGIENE KIT 1

MASS-PRODUCED TENT 1

FLASHLIGHT L

R2E 7 L

FIELD RATIONS 3

SERUM OF HEALING MK1 3 L

3RD SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

4TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

CREDITS 24 TOTAL BULK 8

OTHER WEALTH

5TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED

LANGUAGES

COMMON, SHIRREN FORMIAN

CARRYING CAPACITY

UNENCUMBERED 8 ENCUMBERED 17 OVERBURDENED 18

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300

6TH SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED