

CHARACTER NAME

ZINNIA

DESCRIPTION

GHOST OPERATIVE/1

STRIX

SCHOLAR (XENO BIOLOGY)

CLASS/LEVEL

RACE

THEME

MEDIUM **20 FT/FLY 30** **FEMALE** **VERCES**

SIZE SPEED

GENDER HOME WORLD

NG

REBECCA

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	17	+3		
WIS WISDOM	10	+0		
CHA CHARISMA	8	-1		

SKILLS

SKILL RANKS PER LEVEL **13**

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)	11	1	3	4	3
<input checked="" type="checkbox"/> ATHLETICS* (STR)	5	1	3	0	1
<input checked="" type="checkbox"/> BLUFF (CHA)	0	0	0	-1	1
<input checked="" type="checkbox"/> COMPUTERS (INT)	8	1	3	3	1
<input checked="" type="checkbox"/> CULTURE (INT)	8	1	3	3	1
<input type="checkbox"/> DIPLOMACY (CHA)	0	0	0	-1	1
<input checked="" type="checkbox"/> DISGUISE (CHA)	0	0	0	-1	1
<input checked="" type="checkbox"/> ENGINEERING (INT)	8	1	3	3	1
<input checked="" type="checkbox"/> INTIMIDATE (CHA)	0	0	0	-1	1
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)	8	1	3	3	1
<input checked="" type="checkbox"/> MEDICINE (INT)	8	1	3	3	1
<input type="checkbox"/> MYSTICISM (WIS)	1	0	0	0	1
<input checked="" type="checkbox"/> PERCEPTION (WIS)	5	1	3	0	1
<input type="checkbox"/> PHYSICAL SCIENCE (INT)	4	0	0	3	1
<input checked="" type="checkbox"/> PILOTING (DEX)	9	1	3	4	1
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	8	1	3	3	1
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)	5	1	3	0	1
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)	9	1	3	4	1
<input checked="" type="checkbox"/> STEALTH* (DEX)	11	1	3	4	3
<input checked="" type="checkbox"/> SURVIVAL (WIS)	1	0	0	0	1

†Trained Only Class Skill *Armor check penalty applies

TOTAL **+5** = DEX MODIFIER **+4** + MISC MODIFIER **+1**

INITIATIVE

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	6	12	5
CURRENT	6	12	5

ARMOR CLASS

EAC ENERGY ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	15 = 10 +	1	4	0
KAC KINETIC ARMOR CLASS	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
	16 = 10 +	2	4	0
AC VS. COMBAT MANEUVERS	24 = 8 +	KAC		
DR	RESISTANCES			

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)	2	0	0	2
REFLEX (DEXTERITY)	6	2	4	0
WILL (WISDOM)	2	2	0	0

ATTACK BONUSES

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	0	0	0	0
RANGED ATTACK	4	0	4	0
THROWN ATTACK	0	0	0	0

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
TACTICAL BATON	1	4	1D4
CRITICAL	RANGE	TYPE	AMMO/USAGE
-	-	BASIC MELEE	-
SPECIAL	ANALOG		
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
AZIMUTH LASER PISTOL	1	4	1D4 F
CRITICAL	RANGE	TYPE	AMMO/USAGE
1D4 BURN	80	SMALL ARMS	20/1
SPECIAL	-		
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE
SPECIAL			

SKILL NOTES -5 TO LIFE SCI DC'S TO RECALL KNOWLEDGE

ABOUT XENO BIOLOGY. +2 TO PERC AND STEALTH IN DIM/DARK. +2 TO

STEALTH WHEN CAMOFLAGE MEMBRANE IS ACTIVE.

ABILITIES

RACIAL

DARKVISION

NIGHTBORN

STRIX MOBILITY

SUSPICIOUS

TINKERER

CLASS

SPECIALIZATION: GHOST

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

GREAT FORTITUDE

EQUIPMENT

LEVEL BULK

LASER PISTOL, AZIMUTH

L

BATON, TACTICAL

L

SECOND SKIN

L

COMM UNIT, PERSONAL

-

BACKPACK, CONSUMER

1

FIRE EXTINGUISHER

L

HYGIENE KIT

1

SERUM OF HEALING MK1

2 L

ENGINEERING TOOLKIT

L

CAMOUFLAGE MEMBRANE

L

BATTERIES (20)

2 L

CREDITS 2 TOTAL BULK 2

OTHER WEALTH

CARRYING CAPACITY

UNENCUMBERED

5

ENCUMBERED

11

OVERBURDENED

12

LANGUAGES

COMMON, SHIRREN, VERCITE, DRACONIC, SARCESIAN, AQUAN

EXPERIENCE POINTS

XP EARNED 0 NEXT LEVEL 1300