NAME : Stephen Biggs

PLAYER

RACE: Human

CLASS: 1 Soldier / 2 - / Prestige Class

LEVEL: 3 / 0 / 0

MAXIMUM HIT POINTS: Vitality 20 / Wounds 15

CURRENT HIT POINTS: Vitality / Wounds

Action Points: 5 | 1d6

SPEED:

Base Speed	Run Speed	Swim Speed	Climb Speed
30 ft	ft	ft	ft

ABILITY SCORES

	Score	Modifier	Temp Score	Temp Modifier
STRENGTH	12	+1	0	0
DEXTERITY	16	+3	0	0
CONSTITUTION	15	+2	0	0
INTELLIGENCE	12	+1	0	0
WISDOM	15	+2	0	0
CHARISMA	10	0	0	0

SAVING THROWS

	Class Bonus	Ability Modifier	Misc. Bonus	TOTAL
FORTITUDE	3	+2	0	5
REFLEX	1	+3	0	4
WILL	1	+2	0	3

DEFENCE VALUES

		Class bonus	Dex bonus	Misc. Bonus	TOTAL
DV	10 +	2	+3	3	18

	Class bonus	Misc. Bonus	TOTAL
DV (FLAT-FOOTED)	2	3	15

ATTACK BONUSES

	BAB	Str Modifier	Misc. Bonus	TOTAL
CLOSE COMBAT	3	+1	0	4

Close Combat Attacks: +4

	BAB	Dex Modifier	Misc. Bonus	TOTAL
PERSONAL RANGED	3	+3	0	6

Ranged Combat Attacks: +6

	BAB	Int Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (GUNNERY)	3	+1	0	4

	BAB	Dex Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (SOLO CRAFT)	3	+3	0	6

ORDERS PER TURN

PERSONAL COMBAT	n/a
SURFACE VEHICLE COMBAT	0
SPACE/ATMOSPHERIC COMBAT	1
SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)	1

FEINTING

	BAB	Dex Modifier	Misc. Bonus	TOTAL
FEINT BONUS	3	+3	0	6

	BAB	Wis Modifier	Misc. Bonus	TOTAL
RESIST FEINT BONUS	3	+2	0	5

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE	+3	4	7

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SKILLS

* Armour check penalty applies.

Skill	Use Untrained?	Class Skill?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL BONUS
Acrobatics*	Y	X	Dex	+3	3	0	6
Appraise	Y		Int	+1	0	0	1
Athletics*	Y	X	Str	+1	6	0	7
Bluff	Y		Cha	0	0	0	0
Computer Use	Y	X	Int	+1	3	0	4
Concentration	Y		Con	+2	0	0	2
Diplomacy	Y		Cha	0	0	0	0
Drive*	Y	X	Dex	+3	1	0	4
Intimidate	Y	X	Cha	0	6	0	6
Intrigue	Y	X	Cha	0	0	0	0
Investigate	Y	X	Int	+1	0	0	1
Knowledge (own culture)	Y	Y	Int	+1	1	0	2
Knowledge ( )	N	X	Int	+1	0	0	1
Knowledge ( )	N	X	Int	+1	0	0	1
Knowledge ( )	N	X	Int	+1	0	0	1
Knowledge ( )	N		Int	+1	0	0	1
Knowledge ( )	N		Int	+1	0	0	1
Knowledge ( )	N		Int	+1	0	0	1
Lingustics	Y		Int	+1	0	0	1
Medical	N		Int	+1	0	0	1
Notice	Y		Wis	+2	0	1	2
Operations (Electronics)	N	X	Int	+1	4	0	5
Operations ( )	N		Int	+1	0	0	1
Operations ( )	N		Int	+1	0	0	1
Pilot*	Y		Dex	+3	0	0	3
Profession (blue collar)	N		Wis	+2	0	0	2
Profession (performing)	N		Cha	0	0	0	0
Profession (white collar)	N		Int	+1	0	0	1
Sense Motive	Y	X	Wis	+2	0	0	2
Subterfuge	Y		Dex	+3	0	0	3
Stealth*	Y	X	Dex	+3	2	0	5
Technical (electronics)	N	X	Int	+1	4	0	5
Technical (engineering)	N	X	Int	+1	0	0	1
Technical (mechanical)	N	X	Int	+1	0	0	1
Telepathy	N		Cha	0	6	0	6
Survival			Wis	+2	0	0	2
				0	0	0	0
				0	0	0	0

RACIAL FEATURES

CLASS FEATURES

Proficient with Close Combat, Grenade, Pistol, and Rifle Weapons
Combat Training - Weapon Focus: PPG
Combat Training - Alertness
Coordinated Unit

CURRENT XP

XP TO NEXT LEVEL

FLUENCY

+2 bonus to Knowledge (specific culture) checks when fluent in that culture's language

Human

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FEATS

Name	Effect
Improved Initiative	+4 on Initiative
Point Blank Shot	+1 to Attack & Damage rolls against targets within 30 feet
Lightning Reload	Reload Firearms as a Free Action
Armor Familiarity	Reduce Armor Check Penalty by 2
Weapon Focus: PPG	
Alertness	+1 on Notice Checks; Retain DEX bonus when Flat-footed

INFLUENCES

Name	Bonus	Pressures & Details
Earthforce	3	
Babylon 5 Local	1	

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WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes
PPG, Auricon EF-7	2D8	19-20/x2	60ft	Energy	AP 1, Automatic, Light
PPG, Auricon EF-PR	2D8	19-20/x2	150ft	Energy	AP 2, Automatic, Rapid Fire

ARMOUR

Name	DR	Spd Red	ACP
Flak Jacket	4	-10	5
Padded Armor	3	-	1

EQUIPMENT

Name	Weight	Notes & Effects
Breather Mask	1	
Communicator, Earth Force	0	
Hand Cuffs	1	
Identicard	0	
Toolkit, Electronic	3	
OxyPill	0	Eliminates Alcohol effects & 2d4 nonlethal damage
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
Total Weight:	5	

CURRENT SPEED

30 ft

TOTAL ACP

6

CURRENT LOAD

0

ENCUMBRANCE PENALTY

CREDITS

OTHER