NAME : Tenilla

PLAYER

RACE: Drazi

CLASS: 1 Telepath / 2 - / Prestige Class

LEVEL: 3 / 0 / 0

MAXIMUM HIT POINTS: Vitality 16 / Wounds 15

CURRENT HIT POINTS: Vitality ___ / Wounds ___

Action Points: 8 | 1d6

SPEED:

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

ABILITY SCORES

	Score	Modifier	Temp Score	Temp Modifier
STRENGTH	14	+2	0	0
DEXTERITY	12	+1	0	0
CONSTITUTION	15	+2	0	0
INTELLIGENCE	13	+1	0	0
WISDOM	10	0	0	0
CHARISMA	16	+3	0	0

SAVING THROWS

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

DEFENCE VALUES

		Class bonus	Dex bonus	Misc. Bonus	TOTAL
DV	10 +	1	+1	0	12

	Class bonus	Misc. Bonus	TOTAL
DV (FLAT-FOOTED)	1	0	11

ATTACK BONUSES

	BAB	Str Modifier	Misc. Bonus	TOTAL
CLOSE COMBAT	2	+2	0	4

Close Combat Attacks: +4

	BAB	Dex Modifier	Misc. Bonus	TOTAL
PERSONAL RANGED	2	+1	0	3

Ranged Combat Attacks: +3

	BAB	Int Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (GUNNERY)	2	+1	0	3

	BAB	Dex Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (SOLO CRAFT)	2	+1	0	3

ORDERS PER TURN

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

FEINTING

	BAB	Dex Modifier	Misc. Bonus	TOTAL
FEINT BONUS	2	+1	0	3

	BAB	Wis Modifier	Misc. Bonus	TOTAL
REIST FEINT BONUS	2	0	0	2

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE	+1	2	3

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com

Tenilla

SKILLS

* Armour check penalty applies.

Skill	Use Untrained?	Class Skill?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL BONUS
Acrobatics*	Y	☐	Dex	+1	0	0	1
Appraise	Y	☐	Int	+1	0	0	1
Athletics*	Y	☐	Str	+2	0	0	2
Bluff	Y	☒	Cha	+3	0	0	3
Computer Use	Y	☐	Int	+1	0	0	1
Concentration	Y	☒	Con	+2	6	0	8
Diplomacy	Y	☒	Cha	+3	0	0	3
Drive*	Y	☐	Dex	+1	0	0	1
Intimidate	Y	☒	Cha	+3	6	0	9
Intrigue	Y	☒	Cha	+3	0	0	3
Investigate	Y	☒	Int	+1	0	0	1
Knowledge (own culture)	Y	Y	Int	+1	3	0	4
Knowledge (Earth Alliance)	N	☒	Int	+1	2	0	3
Knowledge (Babylon 5)	N	☒	Int	+1	1	0	2
Knowledge ( )	N	☒	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	0	3	0	4
Operations ( )	N	☐	Int	+1	0	0	1
Operations ( )	N	☐	Int	+1	0	0	1
Operations ( )	N	☐	Int	+1	0	0	1
Pilot*	Y	☐	Dex	+1	0	0	1
Profession (blue collar)	N	☐	Wis	0	0	0	0
Profession (performing)	N	☐	Cha	+3	0	0	3
Profession (white collar)	N	☐	Int	+1	0	0	1
Sense Motive	Y	☒	Wis	0	0	0	0
Subterfuge	Y	☐	Dex	+1	0	0	1
Stealth*	Y	☐	Dex	+1	0	0	1
Technical (electronics)	N	☐	Int	+1	0	0	1
Technical (engineering)	N	☐	Int	+1	0	0	1
Technical (mechanical)	N	☐	Int	+1	0	0	1
Telepathy	N	☒	Cha	+3	6	0	9
Survival		☐	Wis	0	0	0	0
		☐		0	0	0	0
		☐		0	0	0	0

RACIAL FEATURES

Tough Scaly Hide - DR 1
Scrappy & Pugnacious : -2 to roll to avoid charging into combat.

CLASS FEATURES

Proficient with Pistol Weapons
Enhanced P Rating - P10
Discipline Focus

CURRENT XP

XP TO NEXT LEVEL

FLUENCY

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

Human

Drazi

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com

NAME : Tenilla

FEATS

Name	Effect
Brawler	Considered Armed and inflicts lethal damage; +2 to Bull Rush and Grapple checks
Telepathy	Gain P Rating and Telepathy
Discipline Focus - Biokinetics	Roll d3s instead of d4s for nonlethal strain in Biokinetics
Adaptive Mind	Eliminates Penalty for Telepathy on other species
Combat Telepathy	+4 on Concentration Checks to maintain telepathic powers in combat

INFLUENCES

Name	Bonus	Pressures & Details
League Political	5	
League Social	2	

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com

Tenilla

WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes
Club					
Unarmed					
PPG, W & G 10					

ARMOUR

Name	DR	Spd Red	ACP
Diplomats Attire	1	-	-
Flak Jacket	4	-10	-5

EQUIPMENT

Name	Weight	Notes & Effects
Breather Mask	1lb	
Carryall	1lb	
Communicator	1	
Identicard	0	
Antipoison	0	
Sleeper x 2	0	
Stimx2	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
Total Weight:	3	

CURRENT SPEED

30 ft

TOTAL ACP

-5

CURRENT LOAD

ENCUMBRANCE PENALTY

CREDITS

OTHER

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com