NAME : Vr'korl

PLAYER

RACE: pak'ma'ra

CLASS: 1 Diplomat / 2 - / Prestige Class

LEVEL: 3 / 0 / 0

MAXIMUM HIT POINTS: Vitality 19 / Wounds 19

CURRENT HIT POINTS: Vitality / Wounds

Action Points: 7 | 1d6

SPEED:

Base Speed	Run Speed	Swim Speed	Climb Speed
20 ft	ft	ft	ft

ABILITY SCORES

	Score	Modifier	Temp Score	Temp Modifier
STRENGTH	12	+1	0	0
DEXTERITY	10	0	0	0
CONSTITUTION	19	+4	0	0
INTELLIGENCE	15	+2	0	0
WISDOM	10	0	0	0
CHARISMA	14	+2	0	0

SAVING THROWS

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

DEFENCE VALUES

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

	Class bonus	Misc. Bonus	TOTAL
DV (FLAT-FOOTED)	0	0	10

ORDERS PER TURN

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

ATTACK BONUSES

	BAB	Str Modifier	Misc. Bonus	TOTAL
CLOSE COMBAT	1	+1	0	2

Close Combat Attacks: +2

	BAB	Dex Modifier	Misc. Bonus	TOTAL
PERSONAL RANGED	1	0	0	1

Ranged Combat Attacks: +1

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

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

FEINTING

	BAB	Dex Modifier	Misc. Bonus	TOTAL
FEINT BONUS	1	0	0	1

	BAB	Wis Modifier	Misc. Bonus	TOTAL
REIST FEINT BONUS	1	0	0	1

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE	0	0	0

B52E Character Sheet

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Vr'korl

SKILLS

* Armour check penalty applies.

Skill	Use Untrained?	Class Skill?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL BONUS
Acrobatics*	Y	☐	Dex	0	0	0	0
Appraise	Y	☒	Int	+2	0	0	2
Athletics*	Y	☐	Str	+1	0	0	1
Bluff	Y	☒	Cha	+2	6	0	8
Computer Use	Y	☒	Int	+2	2	0	4
Concentration	Y	☐	Con	+4	0	0	4
Diplomacy	Y	☒	Cha	+2	11	0	13
Drive*	Y	☐	Dex	0	0	0	0
Intimidate	Y	☐	Cha	+2	2	0	4
Intrigue	Y	☒	Cha	+2	0	0	2
Investigate	Y	☐	Int	+2	0	0	2
Knowledge (own culture)	Y	Y	Int	+2	3	3	8
Knowledge (History)	N	☒	Int	+2	1	0	3
Knowledge (Law)	N	☒	Int	+2	0	0	2
Knowledge (League)	N	☒	Int	+2	3	3	8
Knowledge ( )	N	☐	Int	+2	0	0	2
Knowledge ( )	N	☐	Int	+2	0	0	2
Knowledge ( )	N	☐	Int	+2	0	0	2
Lingustics	Y	☒	Int	+2	0	0	2
Medical	N	☐	Int	+2	0	0	2
Notice	Y	☐	Wis	0	0	0	2
Operations ( )	N	☐	Int	+2	0	0	2
Operations ( )	N	☐	Int	+2	0	0	2
Operations ( )	N	☐	Int	+2	0	0	2
Pilot*	Y	☐	Dex	0	0	0	0
Profession (blue collar)	N	☐	Wis	0	0	0	0
Profession (performing)	N	☐	Cha	+2	0	0	2
Profession (white collar)	N	☒	Int	+2	3	0	5
Sense Motive	Y	☒	Wis	0	6	5	11
Subterfuge	Y	☒	Dex	0	2	2	4
Stealth*	Y	☒	Dex	0	3	2	5
Technical (electronics)	N	☐	Int	+2	0	0	2
Technical (engineering)	N	☐	Int	+2	0	0	2
Technical (mechanical)	N	☐	Int	+2	0	0	2
Telepathy	N	☐	Cha	+2	0	0	2
Survival		☐	Wis	0	0	0	0
		☐		0	0	0	0
		☐		0	0	0	0

RACIAL FEATURES

Great Fortitude

CLASS FEATURES

Weapon Proficiency - Pistols
Cultural Diversity - Skill Focus Sense Motive
Improved Diversity
Strong Influence

CURRENT XP

XP TO NEXT LEVEL

FLUENCY

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

Human

pak'ma'ra

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NAME : Vr'korl

FEATS

Name	Effect
Skill Focus - Diplomacy	+3 Miscellaneous Bonus Skill Check
Skill Focus - Knowledge League	+3 Miscellaneous Bonus Skill Check
Great Fortitude	+2 Fortitude Saves

INFLUENCES

Name	Bonus	Pressures & Details
League - Political	10	
Babylon 5 - Local	2	
League Social	2	
Corporate - IPX	2	

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Vr'korl

WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes
PPG W&G10	2D6	19-20/x2	50ft	Energy	AP1; Automatic; Light

ARMOUR

Name	DR	Spd Red	ACP
Diplomats Attire	1	-	-

EQUIPMENT

Name	Weight	Notes & Effects
Diplomats Attire	8	
Translator	2	
Data Crystals	-	
Communicator, Hand Unit	1	
Identicard	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
Total Weight:	11	

CURRENT SPEED

20 ft

TOTAL ACP

0

CURRENT LOAD

0

ENCUMBRANCE PENALTY

CREDITS

OTHER

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