

**Twilight**

CHARACTER NAME

Jedi Consular/Jedi Scholar

**Anthony K. Harvey**

PLAYER

Twilek

3/8



ROLEPLAYING GAME

CLASS: Medium 18 AGE Female 170 HEIGHT  
 RACE: 52 WEIGHT EYES: Brown HAIR: None SKIN: Green

**CHARACTER RECORD SHEET**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	TOTAL	CURRENT	SPEED
<b>STR</b> STRENGTH	10	+0			<b>VITALITY</b> 69			<b>WOUNDS</b> 13		10 m/x4
<b>DEX</b> DEXTERITY	16	+3			<b>DEFENSE</b> 23	10	+8	+3	+0	Rage Off
<b>CON</b> CONSTITUTION	13	+1			<b>TOUCH</b> 15			+0	+0	
<b>INT</b> INTELLIGENCE	12	+1			<b>FLAT-FOOTED</b> 18			+0	+2	
<b>WIS</b> WISDOM	13	+1			<b>BASE ATTACK BONUS</b>					
<b>CHA</b> CHARISMA	18	+4			<b>INITIATIVE</b>					
						+3	+3			

<b>SAVING THROWS</b>	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	FEAT & RACE MOD	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+7	+5	+1	+0	+1		
<b>REFLEX</b> (DEXTERITY)	+9	+6	+3	+0	+0		
<b>WILL</b> (WISDOM)	+10	+9	+1	+0	+0		

<b>FORCE POINTS</b>	TOTAL	LEVEL POINTS	FEAT POINTS	GM AWARDS	USED POINTS	<b>REP</b> REPUTATION	ACTUAL	CHECK
	9	11	1	3	6	+7	+7	

<b>GRAPPLE</b> MODIFIER	+6	+6	+0	+0	+0	<b>DARK SIDE POINTS</b>	+1
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<b>MELEE</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+6/+1	+6/+1	+0	+0	+0	
<b>RANGED</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	+9/+4	+6/+1	+3	+0	+0	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lightsaber		+11/+6	3d8	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	1 kg	E	Medium	One-handed

AMMUNITION \_\_\_\_\_

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lightsaber		+7/+2	3d8	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	1 kg	E	Medium	Two-Weapon (Primary)

AMMUNITION \_\_\_\_\_

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lightsaber		+7	3d8	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	1 kg	E	Medium	Two-Weapon (Secondary)

AMMUNITION \_\_\_\_\_

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lightsaber, Double		+9/+4	3d8	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	2 kg	E	Medium	Double-Weapon (Primary)

AMMUNITION \_\_\_\_\_

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Lightsaber, Double		+9	3d8	19-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	2 kg	E	Medium	Double-Weapon (Secondary)

AMMUNITION \_\_\_\_\_

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
BlasTech DL-18		+10/+5	3d6	20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 m	1 kg	E	Medium	One-handed

AMMUNITION \_\_\_\_\_

**SKILLS**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+1	= 1		
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX	+3	= 3		
<input type="checkbox"/> Bluff <sup>1</sup>	CHA	+4	= 4		
<input checked="" type="checkbox"/> Climb <sup>1</sup>	STR*	+0	=		
<input type="checkbox"/> Craft (Lightsaber)	INT	+10	= 1	9	
<input type="checkbox"/> Computer Use <sup>1</sup>	INT	+1	= 1		
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	+15	= 4	9	2
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	+4	= 4		
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+3	= 3		
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+1	= 1		
<input checked="" type="checkbox"/> Gamble <sup>1</sup>	WIS	+1	= 1		
<input type="checkbox"/> Gather Information <sup>1</sup>	CHA	+8	= 4	2	2
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	+3	= 3		
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	+4	= 4		
<input checked="" type="checkbox"/> Jump <sup>1</sup>	STR*	+0	=		
<input type="checkbox"/> Knowledge (Streetwise)	INT	+12	= 1	5	6
<input type="checkbox"/> Knowledge (Jedi Lore)	INT	+13	= 1	6	6
<input type="checkbox"/> Knowledge (Sith Lore)	INT	+9	= 1	2	6
<input type="checkbox"/> Knowledge (Galactic History)	INT	+12	= 1	5	6
<input checked="" type="checkbox"/> Listen <sup>1</sup>	WIS	+3	= 1		2
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+3	= 3		
<input type="checkbox"/> Pilot	DEX	+6	= 3	3	
<input checked="" type="checkbox"/> Ride <sup>1</sup>	DEX	+3	= 3		
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+3	= 1		2
<input type="checkbox"/> Sense Motive <sup>1</sup>	WIS	+3	= 1	2	
<input type="checkbox"/> Spot <sup>1</sup>	WIS	+8	= 1	5	2
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	+1	= 1		
<input checked="" type="checkbox"/> Swim <sup>1</sup>	STR	+0	=		
<input type="checkbox"/> Treat Injury <sup>1</sup>	WIS	+1	= 1		

Skills marked with <sup>1</sup> can be used normally even if the character has zero (0) skill ranks. Skills marked with  are cross-class skills. \* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.



Character Name: **Twilight**

#### RACE ABILITIES

- -2 Wisdom, +2 Charisma
- Base land speed of 10 meters.
- Space/Reach: 2m/2m
- Low-Light Vision
- Favored Class: Any
- +1 species bonus on Fortitude saves

#### HOUSE RULES & FEATS

--House Rules--

- Ambidexterity 3.5: All character get the Ambidexterity feat for free if they have the Two-Weapon Fighting feat.
- Weapon Finesse 3.5: Weapon Finesse applies to all weapons instead of a specific weapon as per D&D 3.5
- Super Tech Specialists: 6 + Int skill points per level, rather than 4 + Int

--Feats--

Ambidexterity, Exotic Weapon Proficiency(Lightsaber, Lightsaber, Double), Force-Sensitive (Free at 1st Level), Trustworthy, Two-Weapon Fighting, Weapon Finesse(Lightsaber), Weapon Focus(Lightsaber), Alter(Taken at Level 4), Control(Taken at Level 3), Lightsaber Defense, Sense(Taken at Level 1),

#### CLASS ABILITIES

- Proficient with simple weapons, and blaster pistols and Exotic Weapon Proficiency: Lightsaber.
- Bonus Feat (Force Training): At 1st, 3rd and 4th level, the Jedi Consular gains one feat from the following list:  
Alter, Control, Sense  
Choose Force Training on the Feat Tab to choose your feats.
- Deflect (Defense +2): This ability grants a bonus to the Jedi's Defense. It requires an activated lightsaber, and uses the Jedi's move action for the round following it's use. The Jedi can declare it's use after an attacker chooses the Jedi as a target, but before rolls are made. The bonus is added to Defense for the entire round.
- Bonus Feat: At 2nd, 11th and 16th level, the Jedi Consular gains a bonus feat from the following list:  
Alertness, Aware, Cautious, Compassion, Combat Expertise, Fame, Persuasive, Superior Expertise, Agile Riposte, Sharp-Eyed, Trustworthy.
- Deflect (Attack -3): This allows the Jedi to redirect blaster attacks with their activated lightsaber. It costs the Jedi their next rounds move action and they can deflect and redirect with up to 5 attacks per round. The attack must miss the Jedi by 5 or less. This can be combined with Jedi Defense at no extra cost. When a blaster bolt misses by 5 or less, the Jedi can redirect the attack to anyone within 1 range increment of the Jedi. They make an attack using their lightsaber attack bonus and taking the attack penalty above to the attack. Use the blasters range increment and damage.
- Deflect (Extend Defense): Your Deflect (Defense) now can be extended to cover anyone within 2m of you. This grants a Defense bonus to anyone you choose within 2m .

#### CLASS ABILITIES (continued)

- Increase Lightsaber Damage: The Jedi gains +1d8 damage to all their lightsaber attacks.
- Block: The Jedi can use the Defense ability even without an activated lightsaber. They must have an armored gauntlet or some other protective gear or object that can withstand a blaster bolt or use a Force Point. They cannot extend this to others, but all other rules apply. Any character with a +2 Deflect bonus automatically gains this ability.
- Automatic Increase in Lightsaber Abilities: Your Defense, Attack and Lightsaber damage will increase automatically in this class at a new progression.
- Bonus Feat (Force Training): At 1st level the Jedi Scholar gains the Alter feat as a bonus feat.
- Scholarly Knowledge (+6): You gain your Scholarly Knowledge bonus to all of your Knowledge checks.
- Direct (+4): You can attempt an Intelligence Check (DC 15 + the number of characters directed) to increase the circumstance bonus of cooperation by your Direct bonus. You must direct as along as the task takes to complete. This ability doesn't stack with the Noble's Command ability.
- Record Jedi Holocron: You can add information to an existing holocron.
- Jedi Knight: A Jedi Scholar gains a bonus knight feat upon reaching a 7th level Jedi which is chosen from the following list:  
Burst of Speed, Force Mastery, Force Mind, Knight Defense, Knight Mind, Knight Speed, Lightsaber Defense, Skill Emphasis (any).