

## **Finn**

Medium Human soldier 5

Force 7; Dark Side 3

**Init** +10; Senses **Perception** +7

Languages Basic

**Force Points:** Once per round, you may spend a Force Point to add 1d6 to the result of an attack roll, skill check, or ability check.

**Defenses** Ref 19 (flat-footed 16), Fort 19, Will 15

**HP** 63; second wind +15/31; Damage Threshold 19

**Armor:** Republic Light Armor (Ref bonus +4, Fort bonus +1)

**Attack:** Blaster Rifle +8 (3d8+2)

### **Special Talents**

**Armored Defense:** Apply either your heroic level or your armor bonus to your reflex defense, whichever is higher.

**Melee Smash:** +1 damage to all Melee Attacks

**Stunning Strike:** Upon damaging an opponent with a melee attack that exceeds their damage threshold, they move an additional -1 steps down the condition track.

### **Special Notes**

**Power Attack/Cleave:** May trade attack bonus for damage bonus on melee attacks (up to base attack bonus) and may make an extra melee attack after dropping a target in melee.

**Imperial Training:** Finn is proficient in all Imperial infantry weapons and Armor.

**Weapon Proficiency (Exotic):** Finn may use lightsabers without penalty.



Star Wars RPG Saga Edition Character Sheet

Personal Data	Character Name <b>Finn</b>	Species <b>Human</b>	Gender <b>Male</b>	
	Class <b>soldier 5</b>	Level <b>5</b>	Age <b>22</b>	
	XP <b>0</b>	Next <b>15000</b>	Destiny <b>0</b>	Force Points <b>7</b>
				Height <b>5'10"</b>
			Weight <b>170.0kg</b>	
			Eyes	
			Hair	
			Skin	

ABILITY SCORES	SCORE	ABILITY	MOD	DEFENSES	<b>19</b> FORTITUDE (Constitution)					DAMAGE THRESHOLD	HIT POINTS	CONDITION	
	16	STR	+3		10	6	2	1	0				Fortitude Defense <b>19</b>
	16	DEX	+3		<b>16</b> REFLEX (Dexterity)					Misc Bonus <b>0</b>	<b>19</b>		
	12	CON	+1		10	5	1	3	0	<b>3</b>			
	15	INT	+2		<b>15</b> WILL (Wisdom)						DARK SIDE POINTS		4 5 6 7 8 9 10
	10	WIS	+0		10	5	0	0	0				
12	CHA	+1											

SPEED <b>6</b>	INITIATIVE <b>+10</b>	PERCEPTION <b>+7</b>	BASE ATTACK BONUS <b>+5</b>	Melee (+STR) <b>+8</b>	Grapple <b>+8</b>
				Ranged (+DEX) <b>+8</b>	

autofire (blaster rifle), Cleave, Power Attack, Stunning Strike,

ATTACKS

WEAPON <b>blaster pistol</b>	ATK <b>+8</b>	DAMAGE <b>3d6+2</b>	1 2 3 4 5 6 7 8 9 10
CRIT 20	TYPE Energy	NOTES	11 12 13 14 15 16 17 18 19 20
			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50

WEAPON <b>blaster rifle</b>	ATK <b>+8</b>	DAMAGE <b>3d8+2</b>	1 2 3 4 5 6 7 8 9 10
CRIT 20	TYPE Energy	NOTES	11 12 13 14 15 16 17 18 19 20
blaster rifle +3 (3d8+2) with autofire			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50

WEAPON <b>lightsaber</b>	ATK <b>+8</b>	DAMAGE <b>2d8+6</b>	1 2 3 4 5 6 7 8 9 10
CRIT 20	TYPE Energy and Slashing	NOTES Ignore DR	11 12 13 14 15 16 17 18 19 20
lightsaber +8 (2d8+9) with both hands			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50

WEAPON <b>electrostaff</b>	ATK <b>+8</b>	DAMAGE <b>2d6+6/2d6+6</b>	1 2 3 4 5 6 7 8 9 10
CRIT 20	TYPE Bludgeoning and Energy	NOTES	11 12 13 14 15 16 17 18 19 20
electrostaff +8 (2d6+9) with both hands			21 22 23 24 25 26 27 28 29 32
electrostaff -2 (2d6+9) and electrostaff -2 (2d6+9)			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50

### SKILLS

	Total	1/2 Lvl	Ability	Trained	Focus	Misc
Acrobatics	+5	+2	+3	+0	+0	+0
Climb	+5	+2	+3	+0	+0	+0
Deception	+8	+2	+1	+5	+0	+0
Endurance	+3	+2	+1	+0	+0	+0
Gather Information	+3	+2	+1	+0	+0	+0
Initiative	+10	+2	+3	+5	+0	+0
Jump	+5	+2	+3	+0	+0	+0
Knowledge (tactics)	+9	+2	+2	+5	+0	+0
Knowledge (untrained)	+4	+2	+2	+0	+0	+0
Knowledge (untrained)	+4	+2	+2	+0	+0	+0
Knowledge (untrained)	+4	+2	+2	+0	+0	+0
Mechanics	+4	+2	+2	+0	+0	+0
Perception	+7	+2	+0	+5	+0	+0
Persuasion	+3	+2	+1	+0	+0	+0
Pilot	+5	+2	+3	+0	+0	+0
Ride	+5	+2	+3	+0	+0	+0
Stealth	+5	+2	+3	+0	+0	+0
Survival	+2	+2	+0	+0	+0	+0
Swim	+5	+2	+3	+0	+0	+0
Treat Injury	+2	+2	+0	+0	+0	+0
Use Computer	+9	+2	+2	+5	+0	+0
Use The Force	+3	+2	+1	+0	+0	+0

### THE FORCE


	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10

### ARMOR

Armor Type: **Republic light armor**

Speed **6** REF Bonus **+4** FORT Bonus **+1** Max Dex **+3** 7.0kg

SQ: Attached comlink

### FEATS

FEAT NAME	PG
Armor Proficiency (heavy)	Core p.82
Armor Proficiency (light)	Core p.82
Armor Proficiency (medium)	Core p.82
Cleave	Core p.83
Power Attack	Core p.87
Weapon Proficiency (advanced melee)	Core p.89
Weapon Proficiency (lightsabers)	Core p.89
Weapon Proficiency (pistols)	Core p.89
Weapon Proficiency (rifles)	Core p.89
Weapon Proficiency (simple weapons)	Core p.89

### TALENTS

TALENT NAME
Armored Defense
Melee Smash
Stunning Strike

### PARTY

<div style="border: 1px solid black; width: 100%; height: 100%;"></div>	<b>Languages</b> Basic
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Credits		0cr	
INVENTORY			
Item		Weight	
bandolier		2kg	
blaster pistol with spare power pack		1kg	
blaster rifle with spare power pack		4.5kg	
code cylinder		0.1kg	
electrostaff		2kg	
5 glow rods		5kg	
lightsaber		1kg	
liquid cable dispenser		0.2kg	
Republic light armor (+4 armor, +1 equipment)		7kg	
shockstaff		3kg	
vibroblade		1.8kg	
Carrying Capacity	128.0kg	Weight Carried	27.8kg

Maneuvers				
Vehicle:				
Size		Class		
Speed				
Hyperdrive				
STR	REF	Initiative	Pilot	
DEX	FORT	Mechanics	Use Computer	
INT	ARMOR	Perception	Crew	
Attack 1		Attack Bonus	DT	DR
Damage			SHIELD RATING	
Attack 2		Attack Bonus		
Damage				
			0 -1 -2 -5 -10	
Attack 3		Attack Bonus	HIT POINTS	
Damage				
Attack 4		Attack Bonus		
Damage				
Attack 5		Attack Bonus		
Damage				
Payload				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				
1 2 3 4 5 6 7 8 9 10				

VEHICULAR COMBAT