NAME : Durvoon

PLAYER

RACE: Minbari

CLASS: 1 Worker / 2 - / Prestige Class

LEVEL: 3 / 0 / 0

MAXIMUM HIT POINTS: Vitality 10 / Wounds 12

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	17	+3	0	0
DEXTERITY	10	0	0	0
CONSTITUTION	12	+1	0	0
INTELLIGENCE	16	+3	0	0
WISDOM	12	+1	0	0
CHARISMA	10	0	0	0

SAVING THROWS

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

DEFENCE VALUES

		Class bonus	Dex bonus	Misc. Bonus	TOTAL
DV	10 +	1	0	0	11

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

ATTACK BONUSES

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

Close Combat Attacks: +4

	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	+3	0	4

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

ORDERS PER TURN

PERSONAL COMBAT	n/a
SURFACE VEHICLE COMBAT	1
SPACE/ATMOSPHERIC COMBAT	2
SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)	2

FEINTING

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

	BAB	Wis Modifier	Misc. Bonus	TOTAL
REIST FEINT BONUS	1	+1	0	2

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE	0	2	2

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Durvoon

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	+3	0	0	3
Athletics*	Y	☐	Str	+3	0	0	3
Bluff	Y	☐	Cha	0	0	0	0
Computer Use	Y	☒	Int	+3	6	5	14
Concentration	Y	☒	Con	+1	2	2	5
Diplomacy	Y	☐	Cha	0	0	0	0
Drive*	Y	☒	Dex	0	3	0	3
Intimidate	Y	☐	Cha	0	0	0	0
Intrigue	Y	☐	Cha	0	0	0	0
Investigate	Y	☐	Int	+3	0	0	3
Knowledge (own culture)	Y	Y	Int	+3	3	0	6
Knowledge (Earth Alliance)	N	☒	Int	+3	3	0	6
Knowledge ( )	N	☐	Int	+3		0	3
Knowledge ( )	N	☐	Int	+3	0	0	3
Knowledge ( )	N	☐	Int	+3	0	0	3
Knowledge ( )	N	☐	Int	+3	0	0	3
Knowledge ( )	N	☐	Int	+3	0	0	3
Lingustics	Y	☐	Int	+3		0	3
Medical	N	☐	Int	+3	0	0	3
Notice	Y	☐	Wis	+1	0	0	3
Operations (Technical)	N	☒	Int	+3	6	2	11
Operations (Sensors)	N	☒	Int	+3	6	2	11
Operations ( )	N	☐	Int	+3	0	0	3
Pilot*	Y	☒	Dex	0	3	0	3
Profession (blue collar)	N	☒	Wis	+1	4	0	5
Profession (performing)	N	☐	Cha	0	0	0	0
Profession (white collar)	N	☐	Int	+3	0	0	3
Sense Motive	Y	☐	Wis	+1	0	0	1
Subterfuge	Y	☐	Dex	0	0	0	0
Stealth*	Y	☐	Dex	0	0	0	0
Technical (electronics)	N	☒	Int	+3	6	2	11
Technical (engineering)	N	☒	Int	+3	6	2	11
Technical (mechanical)	N	☒	Int	+3	6	2	11
Telepathy	N	☐	Cha	0	0	0	0
Survival		☐	Wis	+1	0	0	1
		☐		0	0	0	0
		☐		0	0	0	0

RACIAL FEATURES

Minbari Truthfulness

CLASS FEATURES

Vocation Bonus - Computer Use

CURRENT XP

XP TO NEXT LEVEL

FLUENCY

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

Minbari

Human

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NAME : Durvoon

FEATS

Name	Effect
Spacecraft Proficiency	2 Orders per turn and other bonuses
Spaceship Dodge	+1 DV Bonus in solo craft

INFLUENCES

Name	Bonus	Pressures & Details
Minbari Worker Caste	4	
Earth Alliance Economic	3	
Narn Economic	1	
Centauri Economic	1	

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Durvoon

WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes
Club	1D6	x2	10ft	Bludg.	

ARMOUR

Name	DR	Spd Red	ACP
Pilots Pressure Suit	1	-10	-2
Padded Armor	2	-	-1

EQUIPMENT

Name	Weight	Notes & Effects
Jumpsuit	0	
Breather Mask	1lb	
Communicator, Handheld	1lb	
Crowbar	4lbs	
Flash Light	1lb	
Toolkit, Electronic	3lb	
Toolkit, Engineering	7lb	
Toolkit, Mechanical	12lb	
Identicard	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
Total Weight:	29	

CURRENT SPEED

30 ft

TOTAL ACP

-3

CURRENT LOAD

0

ENCUMBRANCE PENALTY

CREDITS

OTHER

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