NAME : M'kal On'id

PLAYER

RACE: Narn

CLASS: 1 Officer / ; 2 - / Prestige Class

LEVEL: 6 / 0 / 0

MAXIMUM HIT POINTS: Vitality 19 / Wounds 17

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	12	+1	0	0
DEXTERITY	17	+3	0	0
CONSTITUTION	17	+3	0	0
INTELLIGENCE	15	+2	0	0
WISDOM	10	0	0	0
CHARISMA	10	0	0	0

SAVING THROWS

	Class Bonus	Ability Modifier	Misc. Bonus	TOTAL
FORTITUDE	2	+3	0	5
REFLEX	2	+3	0	5
WILL	5	0	0	5

DEFENCE VALUES

		Class bonus	Dex bonus	Misc. Bonus	TOTAL
DV	10 +	4	+3	0	17

	Class bonus	Misc. Bonus	TOTAL
DV (FLAT-FOOTED)	4	0	14

ATTACK BONUSES

	BAB	Str Modifier	Misc. Bonus	TOTAL
CLOSE COMBAT	6	+1	0	7

Close Combat Attacks: +7/+2

	BAB	Dex Modifier	Misc. Bonus	TOTAL
PERSONAL RANGED	6	+3	0	9

Ranged Combat Attacks: +9/+4

	BAB	Int Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (GUNNERY)	6	+2	0	8

	BAB	Dex Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (SOLO CRAFT)	6	+3	0	9

ORDERS PER TURN

PERSONAL COMBAT	n/a
SURFACE VEHICLE COMBAT	1
SPACE/ATMOSPHERIC COMBAT	1
SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)	3

FEINTING

	BAB	Dex Modifier	Misc. Bonus	TOTAL
FEINT BONUS	6	+3	0	9

	BAB	Wis Modifier	Misc. Bonus	TOTAL
REIST FEINT BONUS	6	0	0	6

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE	+3	4	7

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M'kal On'id

SKILLS

* Armour check penalty applies.

Skill	Use Untrained?	Class Skill?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL BONUS
Acrobatics*	Y	X	Dex	+3	3	0	6
Appraise	Y		Int	+2	0	0	2
Athletics*	Y	X	Str	+1	3	0	4
Bluff	Y		Cha	0	0	0	0
Computer Use	Y	X	Int	+2	0	0	2
Concentration	Y	X	Con	+3	0	0	3
Diplomacy	Y	X	Cha	0		0	0
Drive*	Y		Dex	+3	0	0	3
Intimidate	Y	X	Cha	0		0	0
Intrigue	Y		Cha	0	0	0	0
Investigate	Y	X	Int	+2	0	0	2
Knowledge (own culture)	Y	Y	Int	+2	4	2	8
Knowledge (Astrophysics)	N	X	Int	+2	3	0	5
Knowledge (Tactics)	N	X	Int	+2	9	1	12
Knowledge ( )	N		Int	+2		0	2
Knowledge ( )	N		Int	+2	0	0	2
Knowledge ( )	N		Int	+2	0	0	2
Knowledge ( )	N		Int	+2	0	0	2
Linguistics	Y	X	Int	+2	0	0	2
Medical	N	X	Int	+2	0	0	2
Notice	Y	X	Wis	0	0	1	3
Operations (Piloting)	N	X	Int	+2	9	0	11
Operations (Gunnery)	N		Int	+2	5	0	7
Operations (Sensors)	N		Int	+2	5	0	7
Pilot*	Y	X	Dex	+3	9	3	15
Profession (blue collar)	N		Wis	0	0	0	0
Profession (performing)	N		Cha	0	0	0	0
Profession (white collar)	N		Int	+2	0	0	2
Sense Motive	Y		Wis	0	0	0	0
Subterfuge	Y		Dex	+3	0	0	3
Stealth*	Y		Dex	+3	0	0	3
Technical (electronics)	N	X	Int	+2	0	0	2
Technical (engineering)	N	X	Int	+2	0	0	2
Technical (mechanical)	N		Int	+2	0	0	2
Telepathy	N		Cha	0	0	0	0
Survival			Wis	0	0	0	0
				0	0	0	0
				0	0	0	0

RACIAL FEATURES

Low Light Vision
+1 when Fighting Centauri
Toughness Feat
Weapon Proficiency - Close Combat, Grenades, Pistols, and Rifles

CLASS FEATURES

Rallying Cry

CURRENT XP

XP TO NEXT LEVEL

FLUENCY

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

Narn

Human

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NAME : M'kal On'id

FEATS

Name	Effect
Toughness	+2 Hit Points
Spacecraft Proficiency	
Veteran Pilot	3 Orders per turn & +1 to Knowledge Tactics
Spacecraft Dodge	+1 Defense in Solo Spacecraft
Dogfighter	+4 to Set up, Avoid, and Shake Targeting Runs
Skill Focus - Pilot	+3 to Skill Miscellaneous Bonus
Improved Initiative	+4 Initiative
Armor Proficiency	Reduce ACP by 2

INFLUENCES

Name	Bonus	Pressures & Details
Narn Military	14	
Babylon 5	3	
Babylon 5 Lurker	2	

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M'kal On'id

WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes
PPG Rifle	2d8	19-20/x2	150ft	Energy	AP2; Automatic; Rapid Fire
PPG Pistol	2d6	19-20/x2	50ft	Energy	AP1; Automatic; Light
Ka'toc	1d8	19-20/x2	-	Slashing	AP2

ARMOUR

Name	DR	Spd Red	ACP
Pilots Pressure Suit	1	-10ft	-2
Narn Battle Suit	3	-10ft	-4

EQUIPMENT

Name	Weight	Notes & Effects
First Aid Kit	2lbs	
Electronics Tool kit	3lbs	
Handcuffs	1lb	
Breather Mask	-	
Communicator	-	Throat Microphone
Scope	1lb	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
Total Weight:	7	

CURRENT SPEED

30 ft

TOTAL ACP

-6

CURRENT LOAD

0

ENCUMBRANCE PENALTY

CREDITS

OTHER

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