

Dexter Jettster CL 5

Medium Besalisk soldier 2/noble 1/scoundrel 2

Init +1; Senses Perception +9

Languages Basic, Besalisk, Binary, Huttese, Bocce, Bothese, Shyriiwook, Rodese, Jawa Trade Language

Defenses Ref 16 (16 flat-footed), Fort 17, Will 19; 0

hp 49; DR 0; Threshold 17

Speed 6 squares

Melee cleaver +5 (1d4+1d6+6)

Melee rolling pin +5 (2d6+6)

Ranged by weapon +2

Base Atk +3; Grp +5

Atk Options Bantha Rush, Point Blank Shot

Abilities Str 14, Dex 9, Con 10, Int 16, Wis 14, Cha 11

Special Qualities Cold Resistance, Extra Arms, Food Stores

Talents Connections, Art of Concealment, Tested in Battle

Feats Armor Proficiency (light), Armor Proficiency (medium), Bantha Rush, Jedi Familiarity, Linguist, Point Blank Shot, Skill Focus (Knowledge (Galactic Lore)), Weapon Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple), Improvised Weapon Mastery

Skills Deception +7, Gather Information +7, Knowledge (Galactic Lore) +15, Knowledge (Technology) +10, Perception +9, Stealth +6

Possessions cleaver, rolling pin