



CHARACTER NAME			PLAYER				
CLASS		LEVEL		OCCUPATION		BACKGROUND	
AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	AGE	SKIN

ABILITIES	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP Hit Points	TOTAL	Current HP										
DEFENSE		= 10+		+		+		+		+		
	TOTAL		Class Bonus	Equipment Bonus	Dex Modifier	Size Modifier	Misc Bonus	Armor Penalty				
INITIATIVE		=		+								
	TOTAL		Dex Modifier	Misc-Modifier								
BASE ATTACK												
SPEED												

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc Modifier	Saving Throw Conditional Modifiers:
FORTITUDE (CONSTITUTION)		=		+	
REFLEX (DEXTERITY)		=		+	
WILL (WISDOM)		=		+	
REPUTATION					
ACTION POINTS					

ATTACK	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier
MELEE		=		+	
RANGED		=		+	
	TOTAL	Base Attack Bonus	Dex Modifier	Size Modifier	Misc Modifier

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?		
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

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VEHICLE	INIT	MANEUVER	DEFENSE	HARDNESS	HP
CREW	PASS	CARGO	SPEED	SIZE	SPECIAL PROPERTIES

Cross Class	SKILLS						Max Ranks	/
	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier		
	Balance	Dex	=	+	+			
	Bluff	Cha	=	+	+			
	Climb	Str	=	+	+			
	Computer Use	Int	=	+	+			
	Concentration	Con	=	+	+			
	Craft:	Int	=	+	+			
	Craft:	Int	=	+	+			
	Craft:	Int	=	+	+			
	Decipher Script ■	Int	=	+	+			
	Demolitions ■	Int	=	+	+			
	Diplomacy	Cha	=	+	+			
	Disable Device ■	Int	=	+	+			
	Disguise	Cha	=	+	+			
	Drive	Dex	=	+	+			
	Escape Artist	Dex	=	+	+			
	Forgery	Int	=	+	+			
	Gamble	Wis	=	+	+			
	Gather Information	Cha	=	+	+			
	Handle Animal ■	Cha	=	+	+			
	Hide	Dex	=	+	+			
	Intimidate	Cha	=	+	+			
	Investigate ■	Int	=	+	+			
	Jump	Str	=	+	+			
	Knowledge:	Int	=	+	+			
	Knowledge:	Int	=	+	+			
	Knowledge:	Int	=	+	+			
	Knowledge:	Int	=	+	+			
	Knowledge:	Int	=	+	+			
	Listen	Wis	=	+	+			
	Move Silently	Dex	=	+	+			
	Navigate	Int	=	+	+			
	Perform:	Cha	=	+	+			
	Perform:	Cha	=	+	+			
	Pilot ■	Dex	=	+	+			
	Profession	Wis	=	+	+			
	Read/Write Lang:	-	=	+	+			
	Read/Write Lang:	-	=	+	+			
	Read/Write Lang:	-	=	+	+			
	Repair ■	Int	=	+	+			
	Research	Int	=	+	+			
	Ride	Dex	=	+	+			
	Search	Wis	=	+	+			
	Sense Motive	Wis	=	+	+			
	Sleight of Hand	Dex	=	+	+			
	Speak Lang:	-	=	+	+			
	Speak Lang:	-	=	+	+			
	Speak Lang:	-	=	+	+			
	Spot	Wis	=	+	+			
	Survival	Wis	=	+	+			
	Swim	Str	=	+	+			
	Treat Injury	Wis	=	+	+			
	Tumble ■	Dex	=	+	+			
			=	+	+			
			=	+	+			
			=	+	+			
			=	+	+			
			=	+	+			

Skills marked with ■ can't be use untrained. *ARMOR PENALTY, if any applies.

CAMPAIGN

EXPERIENCE POINTS

ALLEGIANCES	

[illegible]

WEALTH		
TYPE	CP VALUE	LOCATION
Corium		
Raw Materials (mechanical)		
Raw Materials (electronic)		
Raw Materials (chemical)		
Raw Materials (structural)		

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NEURAL MUTATIONS		
Type	Uses Per Day	DC Modifier
Precognition		
Telekinesis		
Telepathy		

