CHARACTER NAME _____ PLAYER _____

CLASS _____ LEVEL _____ OCCUPATION _____ BACKGROUND _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ 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
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

Saving Throw Conditional Modifiers: _____

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

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR

TYPE	EQUIPMENT BONUS	PROFICIENT?

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

ARMOR

TYPE	EQUIPMENT BONUS	PROFICIENT?

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

VEHICLE

INIT	MANEUVER	DEFENSE	HARDNESS	HP

CREW	PASS	CARGO	SPEED	SIZE	SPECIAL PROPERTIES

SKILLS

Max Ranks /

Cross Class	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	Int	=	+	+	
	Sense Motive	Wis	=	+	+	
	Sleight of Hand	Dex	=	+	+	
	Speak Lang:	-	=	+	+	
	Speak Lang:	-	=	+	+	
	Speak Lang:	-	=	+	+	
	Spot	Wis	=	+	+	
	Surivial	Wis	=	+	+	
	Swim	Str	=	+	+	
	Treat Injury	Wis	=	+	+	
	Tumble ■	Dex	=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	

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

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CAMPAIGN

EXPERIENCE POINTS

ALLEGIANCES

GEAR

ITEM	WT.	ITEM	WT.

TALENTS / FEATS

ABILITY	EFFECT

WEALTH

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

NEURAL FEATS

NAME	EFFECT	ACTION	DURATION	USAGE

MUTATIONS / DEFECTS

Medical Incompatibility Modifier:

NAME	EFFECT	ADVANCED

NEURAL MUTATIONS

Type	Uses Per Day	DC Modifier
Precognition		
Telekinesis		
Telepathy		

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