

## INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

## ATTACK BONUS

BASE ATTACK BONUS BAB

MELEE ATTACK Misc Temp

STR + +

RANGED ATTACK

DEX + +

THROWN ATTACK

STR + +

## SAVING THROW

FORTITUDE SAVE Class Misc Temp

FORT = CON + +

REFLEX SAVE

REF = DEX + +

WILL SAVE

WILL = WIS + +

## CONDITIONAL MODIFIERS

## ARMOUR CLASS

ENERGY ARMOUR CLASS Armour Bonus Misc

EAC = 10 + DEX + +

KINETIC ARMOUR CLASS

KAC = 10 + DEX + +

DAMAGE REDUCTION

Power Armour Hit Points hp

COMBAT MANOEUVRE ARMOUR CLASS Misc

CM = 8 + KAC +

## ARMOUR

LEVEL

Max DEX

Armour Check Penalty

EAC KAC

Speed Bulk

UPGRADES

## WEAPONS

LEVEL Range

Ammo Clip size # ATTACK BONUS Damage Critical

ft sq

d

LEVEL Range

Ammo Clip size # ATTACK BONUS Damage Critical

ft sq

d

LEVEL Range

Ammo Clip size # ATTACK BONUS Damage Critical

ft sq

d

LEVEL Range

Ammo Clip size # ATTACK BONUS Damage Critical

ft sq

d

LEVEL Range

Ammo Clip size # ATTACK BONUS Damage Critical

ft sq

d

## AMMUNITION

Type Rounds Clip size Clips

#

#

#

#

#

DAMAGE BONUS

Applies to small arms and operative melee weapons

## HEALTH

HIT POINTS Racial Class Level

hp = + [ x ]

STAMINA POINTS Class Level

sp = [ + CON ] x

RESISTANCES

RESOLVE POINTS Level Key Ability

rp = [ ÷ 2 ] +

RESOLVE POINTS

rp

## INVENTORY

LEVEL Bulk LEVEL Bulk