

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = **DEX** + _____ + _____ + _____

ATTACK BONUS

BASE ATTACK BONUS **BAB**

MELEE ATTACK _____ = **STR** + _____ + _____

RANGED ATTACK _____ = **DEX** + _____ + _____

THROWN ATTACK _____ = **STR** + _____ + _____

SAVING THROW

FORTITUDE SAVE Class Misc

FORT = **CON** + _____ + _____

REFLEX SAVE _____ = **DEX** + _____ + _____

WILL SAVE _____ = **WIS** + _____ + _____

CONDITIONAL MODIFIERS

ARMOUR CLASS

ENERGY ARMOUR CLASS _____ = 10 + **DEX** + _____ + _____

KINETIC ARMOUR CLASS _____ = 10 + **DEX** + _____ + _____

DAMAGE REDUCTION _____ / _____ Power Armour Hit Points **hp**

COMBAT MANOEUVRE ARMOUR CLASS _____ = 8 + **KAC** + _____

ARMOUR

LEVEL

Max DEX _____ Armour Check Penalty _____ **EAC** **KAC**

Speed _____ Bulk _____

UPGRADES _____

WEAPONS

LEVEL Range

Ammo _____ Clip size _____ **ATTACK BONUS** _____ Damage _____ Critical _____

LEVEL Range

Ammo _____ Clip size _____ **ATTACK BONUS** _____ Damage _____ Critical _____

LEVEL Range

Ammo _____ Clip size _____ **ATTACK BONUS** _____ Damage _____ Critical _____

LEVEL Range

Ammo _____ Clip size _____ **ATTACK BONUS** _____ Damage _____ Critical _____

LEVEL Range

Ammo _____ Clip size _____ **ATTACK BONUS** _____ Damage _____ Critical _____

AMMUNITION

Type Rounds Clip size Clips

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WEAPON SPECIALISATION

CLASS Level ÷ 2

1 _____

2 _____

3 _____

HEALTH

HIT POINTS Racial Class Level

hp = _____ + [_____ × _____]

STAMINA POINTS Class Level

sp = [_____ + **CON**] × _____

RESISTANCES

ENCUMBERED Strength _____

bulk = _____ ÷ 2

OVERBURDENED Strength _____

bulk = _____

10 L = 1 bulk

TOTAL BULK _____

CREDITS _____ cr