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

MAGIC ITEMS

1

2

WEAPONS

LEVEL — Range ft sq

Ammo — Clip # — ATTACK BONUS — Damage d — Critical

LEVEL — Range ft sq

Ammo — Clip # — ATTACK BONUS — Damage d — Critical

LEVEL — Range ft sq

Ammo — Clip # — ATTACK BONUS — Damage d — Critical

LEVEL — Range ft sq

Ammo — Clip # — ATTACK BONUS — Damage d — Critical

AMMUNITION

Type — Rounds — Clip size — Clips

#

#

#

WEAPON SPECIALISATION

CLASS — Level — ÷ 2

1

2

3

DAMAGE BONUS

Applies to small arms and operative melee weapons

HEALTH

HIT POINTS — Racial — Class — Level

hp = ____ + [____ × ____]

STAMINA POINTS — Class — Level

sp = [____ + CON] × ____

RESISTANCES

RESOLVE POINTS — Level — Key Ability

rp = [____ ÷ 2] + ____

CURRENT HIT POINTS — ☐ Dying

hp

STAMINA POINTS

sp

Temporary Hit Points: + hp

RESOLVE POINTS

rp

INVENTORY

LEVEL — Bulk — LEVEL — Bulk

ENCUMBERED — Strength

bulk = ____ ÷ 2

OVERBURDENED — Strength

bulk = ____

TOTAL BULK

10 L = 1 bulk

CREDITS cr