

## 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 size

#

### ATTACK BONUS

Damage

d

Critical

### LEVEL

Range

ft

sq

Ammo

Clip size

#

### ATTACK BONUS

Damage

d

Critical

### LEVEL

Range

ft

sq

Ammo

Clip size

#

### ATTACK BONUS

Damage

d

Critical

### LEVEL

Range

ft

sq

Ammo

Clip size

#

### ATTACK BONUS

Damage

d

Critical

## AMMUNITION

Type

Rounds

Clip size

Clips

#

#

#

## WEAPON SPECIALISATION

CLASS

Level - 2

÷ 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 ] +

### RESOLVE POINTS

rp

## INVENTORY

### LEVEL

Bulk

### LEVEL

Bulk

### ENCUMBERED

Strength

bulk

= ÷ 2

### OVERBURDENED

Strength

bulk

=

10 L = 1 bulk

TOTAL  
BULK

CREDITS

cr