

## 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

UPGRADE SLOTS ft sq

## MAGIC ITEMS

1

2

## WEAPONS

LEVEL Critical

Clips Clip size Current clip ATTACK BONUS Damage Wep.Spec. Range

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## AMMUNITION

Type Rounds #

#

#

#

#

#

#

## 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

UNIVERSAL POLYMER BASE ubp

CREDITS cr