

## INITIATIVE

INITIATIVE BONUS Feats Training Misc

**INIT** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

## ATTACK BONUS

BASE ATTACK BONUS **BAB**

MELEE ATTACK Misc Temp

**MELEE** = **STR** + \_\_\_\_\_ + \_\_\_\_\_

RANGED ATTACK

**RANGED** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_

THROWN ATTACK

**THROWN** = **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

ft sq

ft sq

ft sq

ft sq

ft sq

ft sq

## MAGIC ITEMS

1

1

1

2

2

2

## WEAPONS

LEVEL Critical

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

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LEVEL Critical

ENCUMBERED Strength **bul** = \_\_\_\_\_ ÷ 2

OVERBURDENED Strength **bul** = \_\_\_\_\_

10 L = 1 bulk

TOTAL BULK

UNIVERSAL POLYMER BASE **ubp**

CREDITS **cr**

## WEAPON SPECIALISATION

DAMAGE BONUS Level

Level **+** = \_\_\_\_\_

3 SMALL ARMS BONUS Level

**+** = \_\_\_\_\_ ÷ 2

Level

Level

Level

Level

Level

Level

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