

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

d + ft sq

LEVEL Critical

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

d + ft sq

LEVEL Critical

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d + ft sq

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d + ft sq

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