

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 + +

CONDITIONAL MODIFIERS

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

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

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

Clips

Clip size

Current clip

ATTACK BONUS

Damage

Wep.Spec.

Range

#

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

POWER ARMOUR

LEVEL

Damage

d

EAC

KAC

Max DEX

Armour Check
Penalty

Speed

Bulk

ft sq

CAPACITY

Usage

Power

/

UPGRADE
SLOTS

MAGIC ITEMS

1

2