

THEME

HOME WORLD

PLAYER

INITIATIVE

TOTAL	=	DEX MODIFIER	+	MISC MODIFIER
<input type="text"/>		<input type="text"/>		<input type="text"/>

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>
CURRENT	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR CLASS

		TOTAL		ARMOR BONUS		DEX MOD		MISC MOD
EAC	ENERGY ARMOR CLASS	<input type="text"/>	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
KAC	KINETIC ARMOR CLASS	<input type="text"/>	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
AC VS. COMBAT MANEUVERS		<input type="text"/>	= 8 +	KAC				
DR		RESISTANCES						

SKILL RANKS
PER LEVEL

- ☐ ACROBATICS* (DEX)
- ☐ ATHLETICS* (STR)
- ☐ BLUFF (CHA)
- ☒ COMPUTERS (INT)
- ☒ CULTURE (INT)
- ☐ DIPLOMACY (CHA)
- ☐ DISGUISE (CHA)
- ☒ ENGINEERING (INT)
- ☐ INTIMIDATE (CHA)
- ☒ LIFE SCIENCE (INT)
- ☒ MEDICINE (INT)
- ☒ MYSTICISM (WIS)
- ☐ PERCEPTION (WIS)
- ☒ PHYSICAL SCIENCE (INT)
- ☐ PILOTING (DEX)
- ☒ PROFESSION
(CHA, INT, OR WIS)

- ☒ PROFESSION
(CHA, INT, OR WIS)

- ☐ SENSE MOTIVE (WIS)
- ☒ SLEIGHT OF HAND* (DEX)
- ☐ STEALTH* (DEX)
- ☐ SURVIVAL (WIS)

[illegible]

10 = 1 + 1 + 1 + 1 + 1

†Trained Only ☒ Class Skill *Armor check penalty applies

SKILL NOTES

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MOD	+	MISC MOD
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

ATTACK BONUSES

BASE ATTACK BONUS [BAB]

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
	TOTAL	BAB	DEX MOD	MISC MOD
RANGED ATTACK	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
	TOTAL	BAB	STR MOD	MISC MOD
THROWN ATTACK	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

WEAPONS

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE		SPECIAL

