

CHARACTER NAME _____

DESCRIPTION

CLASS/LEVEL _____

RACE _____

THEME _____

SIZE _____

SPEED _____

GENDER HOME WORLD _____

ALIGNMENT _____

DEITY _____

PLAYER _____

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH	_____	_____	_____	_____
DEX DEXTERITY	_____	_____	_____	_____
CON CONSTITUTION	_____	_____	_____	_____
INT INTELLIGENCE	_____	_____	_____	_____
WIS WISDOM	_____	_____	_____	_____
CHA CHARISMA	_____	_____	_____	_____

SKILLSSKILL RANKS
PER LEVEL _____ ACROBATICS* (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 ATHLETICS* (STR)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 BLUFF (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ COMPUTERS (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ CULTURE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 DIPLOMACY (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 DISGUISE (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ ENGINEERING (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 INTIMIDATE (CHA)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ LIFE SCIENCE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ MEDICINE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ MYSTICISM (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 PERCEPTION (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ PHYSICAL SCIENCE (INT)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 PILOTING (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ PROFESSION (CHA, INT, OR WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ PROFESSION (CHA, INT, OR WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 SENSE MOTIVE (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

+ SLEIGHT OF HAND* (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 STEALTH* (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

 SURVIVAL (WIS)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
_____	=	_____	_____	_____
_____	=	_____	_____	_____

†Trained Only Class Skill *Armor check penalty applies

SKILL NOTES _____

INITIATIVE

$$\text{TOTAL} = \text{DEX MODIFIER} + \text{MISC MODIFIER}$$

HEALTH AND RESOLVE

STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL _____	_____	_____
CURRENT _____	_____	_____

ARMOR CLASS

$$\text{EAC} = \text{ENERGY ARMOR CLASS} + 10 + \text{DEX MOD} + \text{MISC MOD}$$

$$\text{KAC} = \text{KINETIC ARMOR CLASS} + 10 + \text{DEX MOD} + \text{MISC MOD}$$

AC VS. COMBAT MANEUVERS = 8 + KAC

DR RESISTANCES

SAVING THROWS

FORTITUDE (CONSTITUTION)	BASE SAVE	ABILITY MOD	MISC MOD
REFLEX (DEXTERITY)	_____	_____	_____
WILL (WISDOM)	_____	_____	_____

RANGED ATTACK	BAB	DEX MOD	MISC MOD
_____	_____	_____	_____

THROWN ATTACK	BAB	STR MOD	MISC MOD
_____	_____	_____	_____

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE

