

RESET

CHARACTER NAME

RESET

DESCRIPTION

RESET

CLASS/LEVEL

RACE

THEME

SIZE

SPEED

GENDER

HOME WORLD

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

RESET

STR

STRENGTH

SCORE

MODIFIER

UPGRADED
SCORE

UPGRADED
MODIFIER

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

SKILLS

RESET

SKILL RANKS
PER LEVEL

—

ARMOUR CLASS
PENALTY

☐ 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)

†Trained Only ☒ Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

HEALTH AND RESOLVE

RESET

STAMINA POINTS

HIT POINTS

RESOLVE POINTS

TOTAL

CURRENT

ARMOR CLASS

RESET

EAC

ENERGY

ARMOR CLASS

TOTAL

=10+

ARMOR
BONUS

DEX
MOD

MISC
MOD

KAC

KINETIC

ARMOR CLASS

=10+

+

AC VS.

COMBAT MANEUVERS

= 8 +

KAC

DR

RESISTANCES

SAVING THROWS

RESET

FORTITUDE

(CONSTITUTION)

REFLEX

(DEXTERITY)

WILL

(WISDOM)

TOTAL

=

+

+

TOTAL

=

+

+

TOTAL

=

+

+

ATTACK BONOUSES

RESET

BASE ATTACK BONUS
(BAB)

TOTAL

=

+

+

TOTAL

=

+

+

TOTAL

=

+

+

WEAPONS

RESET

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

