

| Tech Level | Class Level(s) | Experience |
|------------|----------------|------------|
|            |                |            |



| ABILITIES                  |  | Ability Score | Ability Modifier | Temp Score | Temp Modifier |
|----------------------------|--|---------------|------------------|------------|---------------|
| <b>STR</b><br>Strength     |  |               |                  |            |               |
| <b>DEX</b><br>Dexterity    |  |               |                  |            |               |
| <b>CON</b><br>Constitution |  |               |                  |            |               |
| <b>INT</b><br>Intelligence |  |               |                  |            |               |
| <b>WIS</b><br>Wisdom       |  |               |                  |            |               |
| <b>CHR</b><br>Charisma     |  |               |                  |            |               |

| SAVING THROWS                    |                      |   | Base                 | Ability              | Misc.                | Temp.                |
|----------------------------------|----------------------|---|----------------------|----------------------|----------------------|----------------------|
|                                  | TOTAL                |   | Save                 | Modifier             | Modifier             | Modifier             |
| <b>FORTITUDE</b><br>Constitution | <input type="text"/> | = | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>REFLEX</b><br>Dexterity       | <input type="text"/> | = | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>WILL</b><br>Wisdom            | <input type="text"/> | = | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

  

|                   |                      |   |                      |   |                      |  |
|-------------------|----------------------|---|----------------------|---|----------------------|--|
| <b>INITIATIVE</b> | <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> |  |
|                   |                      |   | Dex                  |   | Misc                 |  |
|                   |                      |   | Modifier             |   | Modifier             |  |

  

|              |                      |   |                      |
|--------------|----------------------|---|----------------------|
| <b>SPEED</b> | <input type="text"/> | / | <input type="text"/> |
|--------------|----------------------|---|----------------------|

  

|                   |                      |
|-------------------|----------------------|
| <b>REPUTATION</b> | <input type="text"/> |
|-------------------|----------------------|

|   |              |  |
|---|--------------|--|
| <b>SPIRIT</b><br><br><b>Tramatize</b><br>Zero to Wis Bonus<br><b>Shock</b><br>Wis Bonus to Wis<br><b>Insane</b><br>Wisdom<br><b>CURRENT</b> | <b>TOTAL</b> |  |
|   |              |  |
|   |              |  |
|   |              |  |
|   |              |  |

| WOUNDS | INJURED | DISABLE           | DYING              | DEAD           | Current Wounds |
|--------|---------|-------------------|--------------------|----------------|----------------|
|        | (10%)   | (() to Con Bonus) | (Con Bonus to Con) | (Constitution) |                |
| TOTAL  |         |                   |                    |                |                |

$$\text{DEFENSE} \boxed{\phantom{00}} = 10 + \underbrace{\boxed{\phantom{00}}}_{\text{Class Bonus}} + \underbrace{\boxed{\phantom{00}}}_{\text{Dex Modifier}} + \underbrace{\boxed{\phantom{00}}}_{\text{Size Modifier}} + \underbrace{\boxed{\phantom{00}}}_{\text{Equipment Bonus}} + \underbrace{\boxed{\phantom{00}}}_{\text{Misc Bonus}} + \underbrace{\boxed{\phantom{00}}}_{\text{Armor Penalty}}$$

| DR<br>Damage Reduction | Bonus  |                |                | Modifier        |                    | Modifier |  | Bonus  |  | Bonus |  | Penalty |  |
|------------------------|--------|----------------|----------------|-----------------|--------------------|----------|--|--|--|-------|--|---------|--|
|                        | TOTAL  | Class<br>Bonus | Armor<br>Bonus | PROTECTIVE ITEM |                    |          |  | Proficient?  |  |       |  |         |  |
|                        |        |                |                |                 |                    |          |  | Yes <input type="checkbox"/> No <input type="checkbox"/> |  |       |  |         |  |
| Armor Penalty          | Weight | Speed          | Max Dex        | Size            | Special Properties |          |  |  |  |       |  |         |  |
|                        |        |                |                |                 |                    |          |  |  |  |       |  |         |  |

| ATTACKS |  | TOTAL |  | Base Attack Bonus | STR<br>Modifier | Size<br>Modifier | Misc<br>Modifier | CREDITS |
|---------|--|-------|--|-------------------|-----------------|------------------|------------------|---------|
| MELEE   |  | =     |  | +                 |                 | +                |                  |         |
| RANGED  |  | =     |  | +                 |                 | +                |                  |         |
|         |  | TOTAL |  | Base Attack Bonus | DEX<br>Modifier | Size<br>Modifier | Misc<br>Modifier |         |

| WEAPON |      | Attack Bonus | Damage             | Critical | Range |
|--------|------|--------------|--------------------|----------|-------|
|        |      |              |                    |          |       |
| Weight | Type | Size         | Special Properties |          |       |
|        |      |              |                    |          |       |

| WEAPON |      | Attack Bonus | Damage             | Critical | Range |
|--------|------|--------------|--------------------|----------|-------|
|        |      |              |                    |          |       |
| Weight | Type | Size         | Special Properties |          |       |
|        |      |              |                    |          |       |

| FEATS AND WEAKNESSES | POWERS AND ABILITIES |
|----------------------|----------------------|
|----------------------|----------------------|

[illegible]

| <b>SKILLS</b>     |             |                |                  |       |               | <b>MAX RANKS</b> | / |
|-------------------|-------------|----------------|------------------|-------|---------------|------------------|---|
| <b>SKILL NAME</b> | Key Ability | Skill Modifier | Ability Modifier | Ranks | Misc Modifier |                  |   |
|                   |             |                |                  |       |               |                  |   |

|   |      |       |   |       |   |       |   |       |
|---|------|-------|---|-------|---|-------|---|-------|
| <input type="checkbox"/> Acrobatics           | DEX* | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Academics (____)     | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Artist ■ (____)      | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Appraise ■           | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Awareness ■          | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Bluff ■              | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Chemistry+           | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Climb ■              | STR* | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Computer Use ■       | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Counseling           | CHR  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Craft, Electronics+  | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Craft, Mechanics+    | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Craft, Primitive+    | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Diplomacy ■          | CHR  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Disguise ■           | CHR  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Escape Artist ■      | DEX* | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Foreign              |      |       |   |       |   |       |   |       |
| Language (____)                               | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Gamble ■             | CHR  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Gather Information ■ | CHR  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Handle Animal        | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Intimidate ■         | CHR  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Jump ■               | DEX* | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Life Shaping         | CON  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Medicine ■           | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Mental Focus         | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Metabolic Control    | CON  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Pilot (____)         | DEX  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Psychic Tech         | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Ride ■               | DEX  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Sabotage ■           | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Sense Motive ■       | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Sleight of Hand      | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Stealth ■            | DEX* | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Survival ■           | WIS  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Surveillance         | INT  | _____ | = | _____ | + | _____ | + | _____ |
| <input type="checkbox"/> Swim ■               | STR  | _____ | = | _____ | + | _____ | + | _____ |

■ Can be used untrained    † Dependant on Tech Level    \* Armor penalty