

THEME

HOME WORLD

PLAYER

INITIATIVE

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

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

ARMOR CLASS

		TOTAL		ARMOR BONUS		DEX MOD		MISC MOD
EAC	ENERGY ARMOR CLASS		= 10 +		+		+	
KAC	KINETIC ARMOR CLASS		= 10 +		+		+	
AC VS. COMBAT MANEUVERS			= 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)
-
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(CHA, INT, OR WIS)
-
- ☐ SENSE MOTIVE (WIS)
- ☒ SLEIGHT OF HAND* (DEX)
- ☐ STEALTH* (DEX)
- ☐ SURVIVAL (WIS)

[illegible]

10	=	5	+	5			
	=		+				
	=		+				
	=		+				

†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]	
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	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK		=	+	+
	TOTAL	BAB	DEX MOD	MISC MOD
RANGED ATTACK		=	+	+
	TOTAL	BAB	STR MOD	MISC MOD
THROWN ATTACK		=	+	+

WEAPONS

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

WEAPON			LEVEL	ATTACK BONUS	DAMAGE
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