

THEME

HOME WORLD

PLAYER

INITIATIVE

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

	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"/>

		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

☐ SURVIVAL (WIS)[illegible]

=				
=				
=				
=				

†Trained Only ☒ Class Skill *Armor check penalty applies

SKILL NOTES

	TOTAL		BASE SAVE		ABILITY MOD		MISC MOD
FORTITUDE (CONSTITUTION)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

BASE ATTACK BONUS [BAB]

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

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

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