

**NAME :**

**PLAYER**

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**RACE**

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**CLASS**

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**LEVEL**

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**MAXIMUM HIT POINTS:**

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**<CURRENT HIT POINTS:**

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**<CURRENT NONLETHAL DAMAGE:**

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**BASE SPEED:**

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**ABILITY SCORES**

|                     | Score | Modifier | Temp Score | Temp Modifier |
|---------------------|-------|----------|------------|---------------|
| <b>STRENGTH</b>     |       |          |            |               |
| <b>DEXTERITY</b>    |       |          |            |               |
| <b>CONSTITUTION</b> |       |          |            |               |
| <b>INTELLIGENCE</b> |       |          |            |               |
| <b>WISDOM</b>       |       |          |            |               |
| <b>CHARISMA</b>     |       |          |            |               |

**SAVING THROWS**

|                  | Class Bonus | Ability Modifier | Misc. Bonus | TOTAL |
|------------------|-------------|------------------|-------------|-------|
| <b>FORTITUDE</b> |             |                  |             |       |
| <b>REFLEX</b>    |             |                  |             |       |
| <b>WILL</b>      |             |                  |             |       |

**DEFENCE VALUES**

|                         | Class bonus | Dex bonus | Misc. Bonus | TOTAL |
|-------------------------|-------------|-----------|-------------|-------|
| <b>DV</b>               |             |           |             |       |
| <b>DV (FLAT-FOOTED)</b> |             |           |             |       |

**ORDERS PER TURN**

|  |     |
|--|-----|
| <b>PERSONAL COMBAT</b>                       | n/a |
| <b>SURFACE VEHICLE COMBAT</b>                |     |
| <b>SPACE/ATMOSPHERIC COMBAT</b>              |     |
| <b>SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)</b> |     |

**ATTACK BONUSES**

|                                  | BAB | Str Modifier | Misc. Bonus | TOTAL |
|----------------------------------|-----|--------------|-------------|-------|
| <b>&lt;CLOSE COMBAT</b>          |     |              |             |       |
| <b>PERSONAL RANGED</b>           |     |              |             |       |
| <b>SPACE COMBAT (GUNNERY)</b>    |     | Int Modifier | Misc. Bonus | TOTAL |
| <b>SPACE COMBAT (SOLO CRAFT)</b> |     | Dex Modifier | Misc. Bonus | TOTAL |

**FEINTING**

|                           | BAB | Dex Modifier | Misc. Bonus | TOTAL |
|---------------------------|-----|--------------|-------------|-------|
| <b>FEINT BONUS</b>        |     |              |             |       |
| <b>RESIST FEINT BONUS</b> |     | Wis Modifier | Misc. Bonus | TOTAL |
|                           |     |              |             |       |

**INITIATIVE**

|                   | BAB | Dex Modifier | Misc. Bonus | TOTAL |
|-------------------|-----|--------------|-------------|-------|
| <b>INITIATIVE</b> |     |              |             |       |

### SKILLS

| Skill                     | Use Untrained? | Class Skill? | Key Ability | Ability Mod | Ranks | Misc. Mods | TOTAL BONUS |
|---------------------------|----------------|--------------|-------------|-------------|-------|------------|-------------|
| Acrobatics*               | Y              |              | Dex         |             |       |            |             |
| Appraise                  | Y              |              | Int         |             |       |            |             |
| Athletics*                | Y              |              | Str         |             |       |            |             |
| Bluff                     | Y              |              | Cha         |             |       |            |             |
| Computer Use              | Y              |              | Int         |             |       |            |             |
| Concentration             | Y              |              | Con         |             |       |            |             |
| Diplomacy                 | Y              |              | Cha         |             |       |            |             |
| Drive*                    | Y              |              | Dex         |             |       |            |             |
| Intimidate                | Y              |              | Cha         |             |       |            |             |
| Intrigue                  | Y              |              | Cha         |             |       |            |             |
| Investigate               | Y              |              | Int         |             |       |            |             |
| Knowledge (own culture)   | Y              | Y            | Int         |             |       |            |             |
| Knowledge ( )             | N              |              | Int         |             |       |            |             |
| Knowledge ( )             | N              |              | Int         |             |       |            |             |
| Knowledge ( )             | N              |              | Int         |             |       |            |             |
| Knowledge ( )             | N              |              | Int         |             |       |            |             |
| Knowledge ( )             | N              |              | Int         |             |       |            |             |
| Knowledge ( )             | N              |              | Int         |             |       |            |             |
| Linguistics               | Y              |              | Int         |             |       |            |             |
| Medical                   | N              |              | Int         |             |       |            |             |
| Notice                    | Y              |              | Wis         |             |       |            |             |
| Operations ( )            | N              |              | Int         |             |       |            |             |
| Operations ( )            | N              |              | Int         |             |       |            |             |
| Operations ( )            | N              |              | Int         |             |       |            |             |
| Pilot*                    | Y              |              | Dex         |             |       |            |             |
| Profession (blue collar)  | N              |              | Wis         |             |       |            |             |
| Profession (performing)   | N              |              | Cha         |             |       |            |             |
| Profession (white collar) | N              |              | Int         |             |       |            |             |
| Sense Motive              | Y              |              | Wis         |             |       |            |             |
| Subterfuge                | Y              |              | Dex         |             |       |            |             |
| Stealth*                  | Y              |              | Dex         |             |       |            |             |
| Technical (electronics)   | N              |              | Int         |             |       |            |             |
| Technical (engineering)   | N              |              | Int         |             |       |            |             |
| Technical (mechanical)    | N              |              | Int         |             |       |            |             |
| Telepathy                 | N              |              | Cha         |             |       |            |             |

\* Armour check penalty applies.

### RACIAL FEATURES

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### CLASS FEATURES

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### CURRENT MP

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### MP TO NEXT LEVEL

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### FLUENCY

+2 bonus to Knowledge (specific culture) checks when fluent in that culture's language

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| _____ | _____ |
| _____ | _____ |





