

NICKNAME \_\_\_\_\_

DESCRIPTION \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CHASSIE \_\_\_\_\_ SIZE \_\_\_\_\_ SPEED \_\_\_\_\_ PLAYER \_\_\_\_\_

INITIATIVE

TOTAL = [ ] = [ ] + [ ]

LEVEL \_\_\_\_\_

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	[ ]	[ ]	[ ]	[ ]
<b>DEX</b> DEXTERITY	[ ]	[ ]	[ ]	[ ]
<b>INT</b> INTELLIGENCE	[ ]	[ ]	[ ]	[ ]
<b>WIS</b> WISDOM	[ ]	[ ]	[ ]	[ ]
<b>CHA</b> CHARISMA	[ ]	[ ]	[ ]	[ ]

INITIATIVE

TOTAL = [ ] = [ ] + [ ]

HEALTH AND ARMOR CLASS

TOTAL	HIT POINTS [ ]	<b>EAC</b> ENERGY ARMOR CLASS	TOTAL [ ]
CURRENT	[ ]	<b>KAC</b> KINETIC ARMOR CLASS	[ ]
AC VS. COMBAT MANEUVERS [ ] = 8 + <b>KAC</b>			
DR	RESISTANCES		

SKILLS

SKILL RANKS PER LEVEL [ ]

- ACROBATICS\* (DEX)
- ATHLETICS\* (STR)
- COMPUTERS (INT)
- ENGINEERING (INT)
- PERCEPTION (WIS)
- STEALTH\* (DEX)

TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
[ ] = [ ] + [ ] + [ ] + [ ]				
[ ] = [ ] + [ ] + [ ] + [ ]				
[ ] = [ ] + [ ] + [ ] + [ ]				
[ ] = [ ] + [ ] + [ ] + [ ]				
[ ] = [ ] + [ ] + [ ] + [ ]				
[ ] = [ ] + [ ] + [ ] + [ ]				

SAVING THROWS

	BONUS	GOOD	POOR
<b>FORTITUDE</b> (CONSTITUTION)	[ ]	[ ]	[ ]
<b>REFLEX</b> (DEXTERITY)	[ ]	[ ]	[ ]
<b>WILL</b> (WISDOM)	[ ]	[ ]	[ ]

CARRYING CAPACITY

UNENCUMBERED [ ]	ENCUMBERED [ ]	OVERBURDENED [ ]
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MODS

FEATS AND PROFICIENCIES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ATTACK BONUSSES

BASE ATTACK BONUS (BAB) [ ]

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

WEAPONS

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
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WEAPON	LEVEL	ATTACK BONUS	DAMAGE
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