

Alias		Character Name			Player Name		
Class		Level	Power Path		Occupation		
Age	Gender	Height	Weight	Eyes	Hair	Skin	



Abilities	Score	Modifier	Temp S	Temp M
STR				
DEX				
CON				
INT				
WIS				
CHA				

<b>Hit Points</b>	[ ]
<b>Defense</b>	[ ] = 10 + Class: Equip: Dex: Size: Misc:



### Skills

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
<input type="checkbox"/> Balance	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Bluff	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Climb	Str	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Computer Use	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Concentration	Con	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Craft [_____]	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Craft [_____]	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Craft [_____]	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Decipher Script ■	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Demolitions ■	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Diplomacy	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Disable Device ■	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Disguise	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Drive	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Escape Artist	Dex*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Forgery	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Gamble	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Gather Information	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Handle Animal ■	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Hide	Dex*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Intimidate	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Investigate ■	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Jump	Str*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Knowledge [_____]	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Knowledge [_____]	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Knowledge [_____]	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Listen	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Move Silently	Dex*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Navigate	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Perform [_____]	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Perform [_____]	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Perform [_____]	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Pilot ■	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Profession	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Read/Write [_____]	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Read/Write [_____]	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Read/Write [_____]	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Repair ■	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Research	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Ride	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Search	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Sense Motive	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Sleight of Hand ■	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Speak Lang [_____]	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Speak Lang [_____]	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Speak Lang [_____]	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Spot	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Survival	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Swim	Str*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Treat Injury	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Tumble ■	Dex*	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	_____	= _____	+ _____	+ _____

<b>Initiative</b>	= Dex: Misc:
<b>Base Attack</b>	
<b>Speed</b>	
<b>Reputation</b>	
<b>Action Points</b>	
<b>Wealth Bonus</b>	
<b>Power Points</b>	

<b>Fortitude</b>	[ ]	Base:	Con:	Misc:	<b>MAS</b>
<b>Reflex</b>	[ ]	Base:	Dex:	Misc:	
<b>Will</b>	[ ]	Base:	Wis:	Misc:	

<b>Melee Attacks</b>	= Base: Str: Size: Misc:
<b>Ranged Attacks</b>	= Base: Dex: Size: Misc:

Weapon		Attack Bonus	Damage	Critical
Range	Weight	Type	Size	Special Properties

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Range	Weight	Type	Size	Special Properties

Weapon		Attack Bonus	Damage	Critical
Range	Weight	Type	Size	Special Properties

Armor		Type	Prof. ?	Bonus	Penalty
Weight	Speed	M. Dex	Y / N	Special Properties	

Vehicle		Crew	Pass	Cargo	Init
Maneu	Top Spd	Defense	Size	Hardness	Hit Pts

