



CHARACTER NAME	PLAYER	CAMPAIGN	EXPERIENCE POINTS
CLASS	CHARACTER LEVEL	STARTING OCCUPATION	SPECIES
PL FAMILIARITY	HOME PLANET		
AGE	GENDER	HEIGHT	WEIGHT
EYES	HAIR	SKIN	

ABILITIES

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

TOTAL HP  CURRENT HP

HP hit points

DEFENSE  = 10 +  +  +  +  +  +

TOTAL CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

INITIATIVE modifier  =  +

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus

SPEED



SAVING THROWS

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

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS

MELEE Attack bonus  =  +  +  +

RANGED Attack bonus  =  +  +  +

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

WEAPON

PL	ATTACK BONUS	DAMAGE	DMG TYPE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON

PL	ATTACK BONUS	DAMAGE	DMG TYPE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON

PL	ATTACK BONUS	DAMAGE	DMG TYPE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR/PROTECTIVE ITEM

PL	TYPE	EQUIPMENT BONUS	PROFICIENT?
<input type="text"/>	<input type="text"/>	<input type="text"/>	Yes <input type="checkbox"/> No <input type="checkbox"/>
ARMOR PENALTY	WEIGHT	SPEED	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MAX DEX	SPECIAL PROPERTIES	<input type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	

ARMOR/PROTECTIVE ITEM

PL	TYPE	EQUIPMENT BONUS	PROFICIENT?
<input type="text"/>	<input type="text"/>	<input type="text"/>	Yes <input type="checkbox"/> No <input type="checkbox"/>
ARMOR PENALTY	WEIGHT	SPEED	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MAX DEX	SPECIAL PROPERTIES	<input type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	

CROSS-CLASS

SKILLS

SKILL NAME	KEY	SKILL MODIFIER	ABILITY MODIFIER	RANKS MODIFIER	MISC MODIFIER	MAX RANKS
Balance	Dex					
Barter	Cha					
Bluff	Cha					
Climb	Str					
Computer Use	Int					
Concentration	Con					
Craft	Int					
Craft	Int					
Craft	Int					
Decipher Script	Int					
Demolitions	Int					
Diplomacy	Cha					
Disable Device	Int					
Disguise	Cha					
Drive	Dex					
Escape Artist	Dex					
Forgery	Int					
Gamble	Wis					
Gather Information	Cha					
Handle Animal	Cha					
Hide	Dex*					
Intimidate	Cha					
Investigate	Int					
Jump	Str*					
Knowledge	Int					
Knowledge	Int					
Knowledge	Int					
Listen	Wis					
Move Silently	Dex*					
Navigate	Int					
Perform	Cha					
Perform	Cha					
Perform	Cha					
Pilot	Dex					
Profession	Wis					
Read/Writing	Wis					
Read/Writing	Wis					
Read/Writing	Wis					
Repair	Int					
Research	Int					
Ride	Dex					
Search	Int					
Sense Motive	Wis					
Sleight of Hand	Dex					
Speak Language						
Speak Language						
Speak Language						
Spot	Wis					
Survival	Wis					
Swim	Str*					
Terraforming	Int					
Treat Injury	Wis					
Tumble	Dex*					

