



CHARACTER SHEET

CHARACTER NAME		PLAYER NAME		AGE	GENDER	Human	RACE
Defensive	1	Wanderer	Religious				
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT		

STR -
DEX -
CON -
INT -
WIS -
CHA -

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
12	+1		
14	+2		
12	+1		
12	+1		
12	+1		
15	+2		



SKILLS

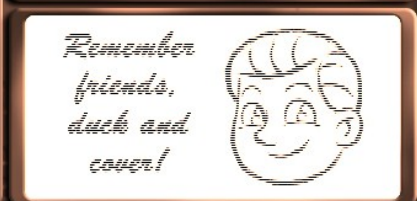
MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Balance	DEX			
<input type="checkbox"/>	Barter	CHA			+1
<input checked="" type="checkbox"/>	Bluff	CHA			+1
<input type="checkbox"/>	Climb	STR			
<input type="checkbox"/>	Computer Use	INT			
<input type="checkbox"/>	Concentration	CON			
<input type="checkbox"/>	Craft (Chemical)	INT			
<input type="checkbox"/>	Craft (Electronic)	INT			
<input type="checkbox"/>	Craft (Mechanical)	INT			
<input type="checkbox"/>	Craft (Salvage)	INT			
<input type="checkbox"/>	Craft (Structural)	INT			
<input type="checkbox"/>	Craft (Visual Art)	INT			
<input type="checkbox"/>	Craft (Writing)	INT			
<input type="checkbox"/>	Craft	INT			
<input type="checkbox"/>	Craft	INT			
<input checked="" type="checkbox"/>	Decipher Script	INT	2	1	1
<input type="checkbox"/>	Demolitions	INT			
<input checked="" type="checkbox"/>	Diplomacy	CHA	7	2	5
<input type="checkbox"/>	Disable Device	INT			
<input type="checkbox"/>	Disguise	CHA			+1
<input type="checkbox"/>	Drive	DEX			
<input type="checkbox"/>	Escape Artist	DEX*			
<input type="checkbox"/>	Forgery	INT			
<input checked="" type="checkbox"/>	Gamble	WIS			
<input checked="" type="checkbox"/>	Gather Information	CHA	5	2	2
<input type="checkbox"/>	Handle Animal	CHA			+1
<input type="checkbox"/>	Hide	DEX*			
<input type="checkbox"/>	Intimidate	CHA			+1
<input type="checkbox"/>	Investigate	INT			
<input type="checkbox"/>	Jump	STR*			
<input type="checkbox"/>	Knowledge (Civics)	INT			
<input type="checkbox"/>	Knowledge (Engineering)	INT			
<input checked="" type="checkbox"/>	Knowledge (Geography)	INT	2	1	1
<input type="checkbox"/>	Knowledge (History)	INT			
<input type="checkbox"/>	Knowledge (Medicine)	INT			
<input type="checkbox"/>	Knowledge (Nature)	INT			
<input type="checkbox"/>	Knowledge (Occult)	INT			
<input type="checkbox"/>	Knowledge (Science)	INT			
<input checked="" type="checkbox"/>	Knowledge (Street)	INT	2	1	1
<input type="checkbox"/>	Knowledge (Tactics)	INT			
<input type="checkbox"/>	Knowledge (Technology)	INT			
<input checked="" type="checkbox"/>	Knowledge (Theology & Philosophy)	INT	6	1	5
<input type="checkbox"/>	Knowledge (Underworld)	INT			
<input type="checkbox"/>	Knowledge	INT			
<input type="checkbox"/>	Knowledge	INT			
<input checked="" type="checkbox"/>	Listen	WIS			
<input type="checkbox"/>	Move Silently	DEX*			
<input checked="" type="checkbox"/>	Navigate	INT	2	1	1
<input type="checkbox"/>	Perform (Acting)	CHA			+1
<input type="checkbox"/>	Perform (Dance)	CHA			+1
<input type="checkbox"/>	Perform (Music)	CHA			+1
<input type="checkbox"/>	Perform (Oratory)	CHA			+1
<input type="checkbox"/>	Pilot	DEX			
<input checked="" type="checkbox"/>	Profession <u>Guard</u>	WIS			
<input type="checkbox"/>	Profession	WIS			
<input type="checkbox"/>	Repair	INT			
<input type="checkbox"/>	Research	INT			
<input type="checkbox"/>	Ride	DEX			
<input type="checkbox"/>	Search	INT			
<input checked="" type="checkbox"/>	Sense Motive	WIS	3	1	2
<input type="checkbox"/>	Sleight of Hand	DEX			
<input type="checkbox"/>	Spot	WIS			
<input checked="" type="checkbox"/>	Survival	WIS	3	1	2
<input type="checkbox"/>	Swim	STR*			
<input type="checkbox"/>	Treat Injury	WIS			
<input type="checkbox"/>	Tumble	DEX*			

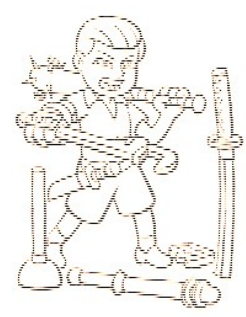
Skills marked with ■ can't be used untrained. *ARMOR PENALTY, if any, applies.

TOTAL	CURRENT
Hit Points 21	
Massive Damage Threshold	
15	
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative +2	+2	
Speed	30	



	TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	14	= 10 +	2	+		+	2
Flat-Footed	12						
Touch	14						
Carry Weight	43						
Poison Resistance							
Radiation Resistance							
Healing Rate	1						
Karma Points	3	MAX K.P.	CURRENT K.P.				
Damage Reduction		PHYSICAL D.R.	ENERGY D.R.	LASER / PLASMA D.R.	EXPLOSIVE D.R.		



SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	1	= 0	+ 1	
Reflex (DEX)	3	= 1	+ 2	
Will (WIS)	1	= 0	+ 1	

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	0	= 0	+ 1		-1
Grapple	0	= 0	+ 1		-1
Ranged	1	= 0	+ 2		-1
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

