NAME :

PLAYER

RACE

CLASS
1 - /
2 - /
Prestige Class

LEVEL 0 / 0 / 0

MAXIMUM HIT POINTS: Vitality / Wounds 0

CURRENT HIT POINTS: Vitality / Wounds

Action Points: 0 | 1d6

SPEED:

Base Speed	Run Speed	Swim Speed	Climb Speed
30 ft	ft	ft	ft

ABILITY SCORES

	Score	Modifier	Temp Score	Temp Modifier
STRENGTH	0	-5	0	0
DEXTERITY	0	-5	0	0
CONSTITUTION	0	-5	0	0
INTELLIGENCE	0	-5	0	0
WISDOM	0	-5	0	0
CHARISMA	0	-5	0	0

SAVING THROWS

	Class Bonus	Ability Modifier	Misc. Bonus	TOTAL
FORTITUDE	0	-5	0	-5
REFLEX	0	-5	0	-5
WILL	0	-5	0	-5

DEFENCE VALUES

		Class bonus	Dex bonus	Misc. Bonus	TOTAL
DV	10 +	0	-5	0	5

	Class bonus	Misc. Bonus	TOTAL
DV (FLAT-FOOTED)	0	0	10

ORDERS PER TURN

PERSONAL COMBAT	n/a
SURFACE VEHICLE COMBAT	0
SPACE/ATMOSPHERIC COMBAT	0
SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)	0

ATTACK BONUSES

	BAB	Str Modifier	Misc. Bonus	TOTAL
CLOSE COMBAT	0	-5	0	-5

Close Combat Attacks: +-5

	BAB	Dex Modifier	Misc. Bonus	TOTAL
PERSONAL RANGED	0	-5	0	-5

Ranged Combat Attacks: +-5

	BAB	Int Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (GUNNERY)	0	-5	0	-5

	BAB	Dex Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (SOLO CRAFT)	0	-5	0	-5

FEINTING

	BAB	Dex Modifier	Misc. Bonus	TOTAL
FEINT BONUS	0	-5	0	-5

	BAB	Wis Modifier	Misc. Bonus	TOTAL
RESIST FEINT BONUS	0	-5	0	-5

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE	-5	0	-5

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SKILLS

* Armour check penalty applies.

Skill	Use Untrained?	Class Skill?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL BONUS
Acrobatics*	Y	☐	Dex	-5	0	0	-5
Appraise	Y	☐	Int	-5	0	0	-5
Athletics*	Y	☐	Str	-5	0	0	-5
Bluff	Y	☐	Cha	-5	0	0	-5
Computer Use	Y	☐	Int	-5	0	0	-5
Concentration	Y	☐	Con	-5	0	0	-5
Diplomacy	Y	☐	Cha	-5	0	0	-5
Drive*	Y	☐	Dex	-5	0	0	-5
Intimidate	Y	☐	Cha	-5	0	0	-5
Intrigue	Y	☐	Cha	-5	0	0	-5
Investigate	Y	☐	Int	-5	0	0	-5
Knowledge (own culture)	Y	Y	Int	-5	0	0	-5
Knowledge ( )	N	☐	Int	-5	0	0	-5
Knowledge ( )	N	☐	Int	-5	0	0	-5
Knowledge ( )	N	☐	Int	-5	0	0	-5
Knowledge ( )	N	☐	Int	-5	0	0	-5
Knowledge ( )	N	☐	Int	-5	0	0	-5
Knowledge ( )	N	☐	Int	-5	0	0	-5
Lingustics	Y	☐	Int	-5	0	0	-5
Medical	N	☐	Int	-5	0	0	-5
Notice	Y	☐	Wis	-5	0	0	-5
Operations ( )	N	☐	Int	-5	0	0	-5
Operations ( )	N	☐	Int	-5	0	0	-5
Operations ( )	N	☐	Int	-5	0	0	-5
Pilot*	Y	☐	Dex	-5	0	0	-5
Profession (blue collar)	N	☐	Wis	-5	0	0	-5
Profession (performing)	N	☐	Cha	-5	0	0	-5
Profession (white collar)	N	☐	Int	-5	0	0	-5
Sense Motive	Y	☐	Wis	-5	0	0	-5
Subterfuge	Y	☐	Dex	-5	0	0	-5
Stealth*	Y	☐	Dex	-5	0	0	-5
Technical (electronics)	N	☐	Int	-5	0	0	-5
Technical (engineering)	N	☐	Int	-5	0	0	-5
Technical (mechanical)	N	☐	Int	-5	0	0	-5
Telepathy	N	☐	Cha	-5	0	0	-5
Survival		☐	Wis	-5	0	0	-5
		☐		0	0	0	0
		☐		0	0	0	0

RACIAL FEATURES

CLASS FEATURES

CURRENT XP

XP TO NEXT LEVEL

FLUENCY

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

NAME :

FEATS

Name	Effect

INFLUENCES

Name	Bonus	Pressures & Details

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WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes

ARMOUR

Name	DR	Spd Red	ACP

EQUIPMENT

Name	Weight	Notes & Effects
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
Total Weight:	0	

CURRENT SPEED

30 ft

TOTAL ACP

0

CURRENT LOAD

0

ENCUMBRANCE PENALTY

CREDITS

OTHER