

**NAME :**

**PLAYER**

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**RACE**

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**CLASS**

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**LEVEL**

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**MAXIMUM HIT POINTS:**

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**<CURRENT HIT POINTS:**

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**<CURRENT NONLETHAL DAMAGE:**

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**BASE SPEED:**

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**ABILITY SCORES**

	Score	Modifier	Temp Score	Temp Modifier
<b>STRENGTH</b>				
<b>DEXTERITY</b>				
<b>CONSTITUTION</b>				
<b>INTELLIGENCE</b>				
<b>WISDOM</b>				
<b>CHARISMA</b>				

**SAVING THROWS**

	Class Bonus	Ability Modifier	Misc. Bonus	TOTAL
<b>FORTITUDE</b>				
<b>REFLEX</b>				
<b>WILL</b>				

**DEFENCE VALUES**

	Class bonus	Dex bonus	Misc. Bonus	TOTAL
<b>DV</b>				
<b>DV (FLAT-FOOTED)</b>				

**ORDERS PER TURN**

<b>PERSONAL COMBAT</b>	n/a
<b>SURFACE VEHICLE COMBAT</b>	
<b>SPACE/ATMOSPHERIC COMBAT</b>	
<b>SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)</b>	

**ATTACK BONUSES**

	BAB	Str Modifier	Misc. Bonus	TOTAL
<b>&lt;CLOSE COMBAT</b>				
<b>PERSONAL RANGED</b>				
<b>SPACE COMBAT (GUNNERY)</b>		Int Modifier	Misc. Bonus	TOTAL
<b>SPACE COMBAT (SOLO CRAFT)</b>		Dex Modifier	Misc. Bonus	TOTAL

**FEINTING**

	BAB	Dex Modifier	Misc. Bonus	TOTAL
<b>FEINT BONUS</b>				
<b>RESIST FEINT BONUS</b>		Wis Modifier	Misc. Bonus	TOTAL

**INITIATIVE**

	BAB	Dex Modifier	Misc. Bonus	TOTAL
<b>INITIATIVE</b>				





