

| CHARACTER NAME | | PLAYER | | | | | |
|----------------|--------|-----------------|--------|-------------------|------|---------|--|
| CLASS | | CHARACTER LEVEL | | STARTING OCCUPATI | ON | SPECIES | |
| AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN | |



| MODERN | AGE GENDER | HEIGHT WEIGHT | EYES | HAIR SKIN | | | | 1 |
|--|------------------------------------|--|---------------------------------------|--|------------------------|--------------------------|---------|------------------|
| | | TOTOL | | | UR | BANG | | Selling |
| + ABILITIES ABILITY ABILITY SCORE MODIFIER | TEMPORARY TEMPORARY SCORE MODIFIER | TOTAL | | CURRENT HP | \neg | CHAR | | |
| STR STRENGTH | | HP hit points | | | F | ECORD | | |
| | | DEFENSE = 10+ | + + + | + + + | | | | |
| DEX DEXTERITY | <u></u> | TOTAL | CLASS EQUIPMENT BONUS BONUS M | DEX SIZE MISC AF ODIFIER MODIFIER BONUS PEI | RMOR NALTY | | | |
| CON CONSTITUTION | + | | 41 | | | | | |
| | | INITIATIVE = | J⁺L Ask | | SKILLS | MA | ł ranks | / |
| INT INTELLIGENCE | | TOTAL DE | | SKILL NAME | KEY SKIL ABILITY MODIF | . ABILITY ER MODIFIER | RANKS | MISC MODIFIER |
| WIS WISDOM | | BASE ATTACK | ————————————————————————————————————— | Balance | Dex | = . | | |
| | | bonus | | Bluff | Cha | | | |
| CHA CHARISMA | | SPEED | | Climb | Str | = | | - |
| | + | | | Computer Use | Int | | · | |
| L SAVING THROWS TOTAL | BASE ABILITY SAVE MODIFIER M | MISC MODIFIER | | Concentration Craft (| Con | _= | · | · |
| | SAVE MODIFIER | | | Craft (|) Int | | | |
| FORTITUDE (CONSTITUTION) | + + | REPUTATION | | Craft (|) Int | _= | | · |
| RFFLFX | = + + + | ACTION POINT | s — 🖺 | Decipher Script ■ Demolitions ■ | Int | | | |
| REFLEX (DEXTERITY) | ▋ᢩ└─┤└─┤└ | ACTION POINT | | Diplomacy | Int Cha | _= | · | |
| WILL (WISDOM) | | WEALTH BONU | | Disable Device ■ | Int | _= | | + |
| (WISDOM) | | | | Disguise | | | · | |
| OTTOPVP | | STR SIZE | | Drive Escape Artist | Dex Dex* | _= | · | · |
| # ATTACKS — | TOTAL BASE | STR SIZE MODIFIER MODIFIER | MODIFIER | Forgery | Int | | | |
| MELEE attack bonus | = | + + | + | Gamble | Wis | = | | - |
| PANGED | | | 1 1 1 | Gather Information | Cha | | · | |
| RANGED attack bonus | = | E ATTACK BONUS DEX SIZE | | Handle Animal ■ Hide | Cha Dex* | | · | |
| + | TOTAL | E ATTACK BONUS DEX SIZE MODIFIER MODIFIER | IVIIJC | Intimidate | Cha | | | <u> </u> |
| | _ | | | Investigate ■ | Int | _= | | · |
| WEAPON | TOTAL ATTACK | BONUS DAMAGE | LIKE I LIKEL | Jump Knowledge (| Str* | _= | · | · |
| | | | l l | Knowledge (|) lint | | | |
| RANGE WEIGHT | TYPE SIZE | SPECIAL PROPERTIES | | Knowledge (|) Int | _= | | ÷ |
| | | | I | Listen | Wis | | · | |
| | | | | Move Silently Navigate | Dex* Int | | | |
| WEAPON | TOTAL ATTACK | BONUS DAMAGE | | Perform (|) Cha | _= | | + |
| | | | | Perform (|) Cha | _= | · | |
| RANGE WEIGHT | TYPE SIZE | SPECIAL PROPERTIES | | Perform (Pilot ■ | Dex | _= | · | · |
| | | | | Profession | Wis | | | ' + |
| | | | | Read/Write Lang. (|) | | | |
| WEAPON | TOTAL ATTACK | BONUS DAMAGE | | Read/Write Lang. (Read/Write Lang. (| _) | | · | + |
| | | | | Repair ■ | _) | | · | |
| RANGE WEIGHT | TYPE SIZE | SPECIAL PROPERTIES | | Research | Int | _= | | + |
| | | | | Ride | Dex | | · | |
| | | | | Search Sense Motive | Int Wis | | | + + |
| WEAPON | TOTAL ATTACK | BONUS DAMAGE | | Sleight of Hand ■ | Dex | | | |
| | | | | Speak Language (|) | | | |
| RANGE WEIGHT | TYPE SIZE | SPECIAL PROPERTIES | | Speak Language (Speak Language (| _) | | · | + |
| | | | | Spot | _) Wis | | | t t |
| | | | | Survival | Wis | _= | | + |
| ARMOR/PROTECTIVE ITE | M Type | EQUIPMENT BONUS | OTOLOGO | Swim | Str* | _= | · | |
| | | | | Treat Injury Tumble ■ | Wis Dex* | | | + + |
| ARMOR PENALTY WEIGHT | SPEED SIZE | MAX DEX SPECIAL PROPER | I _ | Tumble = | | | | · |
| Million Folingra Woloni | 91.00D JIPO | IIIIII DOII JEGGIIL PROPGR | III | | | = | | + |

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|---|---|--------|------------|--|--------------------------|------------------|-------------------------------|-------------|--|
| CAMPAIGN | | | - | | LANG | UAGES | | | |
| | | | 1 | LANGUAGE | READ/WRITE? | LANGU | JAGE . | READ/WRITE? | |
| | | | | | | | | | |
| EXPERIENCE POINTS | | | - | | | | | | |
| | | | | | | | | | |
| | GEAR | | | | | | | | |
| ITEM U | UT. ITEM | WT. | | | | | | | |
| | | | _ | | | | | | |
| | | | | | EV 1 | BILITIES | | | |
| | | | | | LY VI | DILITIES | | | |
| | | | | ARCANE SPELLS, DIVINE SPEL | ELLS, AND PSIONIC POWERS | | | | |
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| | TOTAL WEIGHT CARR | IED | ± | <u> </u> | 1 | | 1 | | |
| | | | 1 | | CNITC/CRE | | ITIES | | |
| | | | | TAI | LENTS/SPE | CIAL ABIL | LLIEZ | | |
| ALLE | GIANCES | | | | | | | | |
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| | | | Е | EATS | | | | | |
| | | | Г | EA13 | | | | | |
| Acrobatic | □ Dodge | | | ☐ Precise Shot | | | Vehicle Dodg | ge | |
| Aircraft Operation* | ☐ Agile Riposte | | | Shot on the Run | | | apon Finesse | * | |
| Alertness | Mobility | | | Skip Shot | | | ☐ Weapon Focus* ☐ Wild Talent | | |
| ☐ Animal Affinity ☐ Arcane Skills | Spring Attack | | | Power Attack | | | | | |
| Archaic Weapons Proficiency | ☐ Drive-By Attack ☐ Educated* | | | ☐ Cleave ☐ Great Cleave | | ∐ VVII | ndfall** | | |
| Armor Proficiency (light) | Empower Turning | | | ☐ Improved Bull Rus | :h | | | | |
| Armor Proficiency (medium) | Extra Turning | | | ☐ Improved Overrur | | INITIA | AL FEAT | S | |
| Armor Proficiency (heavy) | ☐ Endurance | | | Sunder | | Div | ine Heritage | | |
| ☐ Athletic ☐ Exotic Melee Weapon Proficiency* | | | Power Crit | | | Magical Heritage | | | |
| Attentive | Far Shot | | | Precise Strike | | Sha | adow Heritage | e | |
| Blind-Fight | Dead Aim | | | Psionic Skills | | | | | |
| ☐ Brawl ☐ Improved Brawl | ☐ Focused ☐ Frightful Presence | | | ☐ Quick Draw ☐ Quick Reload | | MFTA | MAGIC | FFATS | |
| ☐ Improved Grapple | Gearhead | | | Renown | | | power Spell | 1 2/113 | |
| ☐ Knockout Punch | Great Fortitude | | | Run | | | arge Spell | | |
| ☐ Improved Knockout Punch | Guide | | | Fleet of Foot | | _ | hew Material | S | |
| Streetfighting | Heroic Surge | | | Signature Spell | | Ext | end Spell | | |
| ☐ Improved Feint | ☐ Improved Damage Threshold | ** | | Simple Weapons Prof | iciency | ☐ Hei | ighten Spell | | |
| Builder | Improved Initiative | | | Spell Focus | | _ | nlethal Spell | | |
| Cautious | Improved Natural Healing | | | Greater Spell Focu | JS | | ach Spell | | |
| Combat Expertise | ☐ Improved Turning ☐ Jack of all Trades | | | Spell Penetration | otration | _ | red Spell | all | |
| ☐ Improved Disarm ☐ Improved Trip | ☐ Jack of all Trades ☐ Iron Will | | | ☐ Greater Spell Pene ☐ Spellslinger | ειταιιΟΙΙ | | adowbane Spe ent Spell | z ((| |
| Whirlwind Attack | Lightning Reflexes | | | Stealthy | | Stil | | | |
| Combat Martial Arts | Low Profile | | | Studious | | | т - ** | | |
| ☐ Improved Combat Martial Arts | ☐ Magical Affinity | | | Supernatural Strike | | | | | |
| Advanced Combat Martial Arts | Medical Expert | | | Surface Vehicle Oper | ation* | META | PSIONI | C FEATS | |
| Combat Reflexes | Meticulous | | | Surgery | | _ | lay Power | | |
| Confident | Nimble | | | Toughness** | | _ | arge Power | | |
| Creative | Personal Firearms Proficiency | | | Track | | _ | end Power | | |
| Deceptive | Advanced Firearms Profic | ciency | | Trustworthy | | _ | Persistent Po | wer | |
| Defensive Martial Arts | ☐ Burst Fire | ione + | | Two-Weapon Fighting | | | ighten Power | | |
| Combat Throw | Exotic Firearms Profic | iency* | | ☐ Improved Two-We | | | le Power icken Power | | |
| ☐ Improved Combat Throw☐ Elusive Target | ☐ Strafe ☐ Point Blank Shot | | | ☐ Vehicle Expert | -Weapon Fighting | | icken Power in Power | | |
| Unbalance Opponent | Double Tap | | | Force Stop | | □ IWI | II I OWEI | | |
| S.iou.unice oppositent | | | | siec stop | | | | | |

^{*}You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type. **You can gain this feat multiple times. Its effects stack.