

<Character Name>

<Little Blurb About Character>

<Gender> <Species>, <Training>

<Class Levels>

Hero Points: X, takeHighest(Xd6)

Story Feat: N/A

ABILITIES

STR: XX +X (XX base)

DEX: XX +X (XX base)

CON: XX +X (XX base)

INT: XX +X (XX base)

WIS: XX +X (XX base)

CHA: XX +X (XX base)

OFFENSE

Special Senses:

Land Speed: X Squares

Other Movement Modes Go Here

Base Attack Bonus: +X

Ranged (+X BAB, +X DEX):

Attack/Weapon Name (weapon range type <pistol, rifle, etc>)

+X attack, XdY+Z <type> damage, (XX/XX <ammo storage>)

+X attack autofire (if applicable)

Melee (+X BAB, +X STR/+X DEX):

Attack/Weapon Name

+X attack, XdY+Z <type> damage

Combat Options

CONDITION TRACK

Penalty to defenses, attacks, skill checks, and ability checks. At -10, you move at half speed.

NORMAL	-1	-2	-5	-10	UNCONSCIOUS
X					

DEFENSE

HP: XX/XX (18+3d6+4d10+1d8+(9*2))

AutoShields [Type (Magic or Tech)]: XX/XX (Recharge Rate: X/round while off)

Level/Armor + Ability Score + Class Bonus + Other Bonuses

Fortitude Defense: XX = 10 + X + X CON + X + X

Reflex Defense: XX = 10 + X + X DEX + X + X

Will Defense: XX = 10 + X + X WIS + X + X

Damage Threshold: XX = XX (Fortitude Defense) + XX (Misc)

DR:

Resistances:

DNI HACKING DEFENSE (Surface Layers: X)

Surface Defense: XX = 10 + X INT + X Barrier Defense Bonus + 5 Hackcraft (if trained) + X Barrier Quality

Core Defense: XX = 10 + X Level + X (2x INT or WIS) + X Class

Nanite Ability Suite (Nanite Control: +X)

XXXXXX

Spell Suite (Magery: +X) [Tradition: XXXXXX]

Spells

XXXXXX

Incantations

XXXXXX

True Incantations

XXXXXX

Power Suite (Psionics: +X)

XXXXXX

Artifact Ability Suite (Artifact Check: 1d20 + X (½ Level) + 1d10 + 1d8)

XXXXXX

Device Ability Suite

XXXXXX

Combat Techniques (Number Readied Z = min2(X (INT Mod) + Y (WIS Mod)))

XXXXXX

XXXXXX [R]

XXXXXX

Hacking

Barrier Defense Bonus: +X

Hack Actions

DC X (Y) -

Hack Actions Readied (Z) -

SKILLS (ACP= -X)

Skill Name Total Modifier = ½ Level + Ability Mod + Trained (+5) + Skill Focus (+5) +

Misc Bonuses

Acrobatics +X = X + X DEX - X ACP

Example Conditional Skill Bonus Goes Here

Climb +X = X + X STR - X ACP

Deception +X = X + X CHA

Endurance +X = X + X CON - X ACP

Gather Information +X = X + X CHA

Hackcraft +X = X + X INT

Initiative +X = X + X DEX - X ACP

Jump +X = X + X STR - X ACP

Knowledge

Arcana +X = X + X INT

Art +X = X + X INT

Behavioral Sciences +X = X + X INT

Business +X = X + X INT

Civics +X = X + X INT

Culture [Species] +X = X + X INT

History [Species] +X = X + X INT

Life Sciences +X = X + X INT

Physical Sciences +X = X + X INT

Planetary Sciences +X = X + X INT

Tactics +X = X + X INT

Technology +X = X + X INT

Magery +X = X + X WIS (DELETE IF NOT TRAINED)

Mechanics +X = X + X INT (DELETE IF NOT TRAINED)

Nanite Control +X = X + X INT (DELETE IF NOT TRAINED)

Perception +X = X + X WIS

Persuasion +X = X + X CHA

Profession

XXXXX +X = X + X INT

Pilot	+X = X + X DEX
Psionics	+X = X + X CHA (DELETE IF NOT TRAINED)
Ride	+X = X + X DEX - X ACP
Stealth	+X = X + X DEX - X ACP
Survival	+X = X + X WIS
Swim	+X = X + X STR - X ACP
Treat Injury	+X = X + X WIS
Use Computer	+X = X + X INT

FEATS (please indicate where the feat comes from)

COMBAT SCHOOLS

XXXXX (X Degree)

Benefit(s)

TRAITS

Type - Name - What it does!

DRAWBACK (if any)

Name - What it does!

SPECIES ABILITIES

<CLASS> X

DX HD

+X BAB

+X Fortitude, +X Reflex, +X Will

Talents

X - <talent>

Bonus Feats

X - <bonus feat>

Languages:

Gear (Weight Carried: XX kg) (Heavy Load: XX kg, Max Load: XX kg, Max Lift: XX kg)

Currency

XX Credits

DESCRIPTION

Gender:

Age:

Height: X' Y"

Weight: XX lbs

Skin:

Hair:

Eyes:

Handedness:

Physical Description

Social Description

Sayings/Quotes

Backstory

Contacts/Relationships

Commendations

Qualifications

Organisation Memberships

Weapons Not Currently Carried