

<b>Character</b>
<b>Class</b>
<b>Origin</b>

<b>Player</b>
<b>Level</b>
<b>Race</b>

	Score	Modifier	Temp Score	Temp Modifier
<b>Str</b>				
<b>Dex</b>				
<b>Con</b>				
<b>Int</b>				
<b>Wis</b>				
<b>Cha</b>				

<b> Vitality</b>

<b> Wounds</b>

<b> Vitality Die</b>	
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<b>Defense</b>	Total	=	Class Ability	Size	Misc.	Temp
<b>Mech</b>		=				
<b>Vehicle</b>		=				
<b>Infantry</b>		=				

	Total	=	Base Ability	Misc.	Temp
<b>Fortitude</b>		=			
<b>Reflex</b>		=			
<b>Will</b>		=			

<b>Attack Rolls</b>	Total	=	Class Ability	Size	Misc.	Temp
<b>Melee</b>		=				
<b>Ranged</b>		=				
<b>Mech</b>		=				
<b>Vehicle</b>		=				

	Total	=	Dex	Misc	
<b>Initiative</b>		=			
	Total	=	Str	Size	Misc.
<b>Grappling</b>		=			

<b>Reputation</b>	
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<b>Weapon</b>	Critical	Attack Bonus	Damage
Notes	Range	Type	Size

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<b>Skills</b>		Total	=	Ranks	Misc.	Ability
<b>Int</b>	Appraise		=			
<b>Int</b>	Astrogate		=			
<b>Dex</b>	Balance		=			
<b>Cha</b>	Bluff		=			
<b>Str</b>	Climb		=			
<b>Int</b>	Computer Use		=			
<b>Wis</b>	Concentration		=			
<b>Int</b>	Craft(_____)		=			
<b>Int</b>	Craft(_____)		=			
<b>Int</b>	Craft(_____)		=			
<b>Int</b>	Demolitions		=			
<b>Cha</b>	Diplomacy		=			
<b>Int</b>	Disable Device		=			
<b>Cha</b>	Disguise		=			
<b>Dex</b>	Escape Artist		=			
<b>Int</b>	Forgery		=			
<b>Wis</b>	Gamble		=			
<b>Cha</b>	Gather Information		=			
<b>Cha</b>	Handle Animal		=			
<b>Dex</b>	Hide		=			
<b>Cha</b>	Intimidate		=			
<b>Str</b>	Jump		=			
			=			
			=			
			=			
			=			

<b>Skills</b>		Total	=	Ranks	Misc.	Ability
<b>Int</b>	Knowledge(_____)		=			
<b>Int</b>	Knowledge(_____)		=			
<b>Wis</b>	Knowledge(_____)		=			
<b>Dex</b>	Knowledge(_____)		=			
<b>Int</b>	Knowledge(_____)		=			
<b>Wis</b>	Listen		=			
<b>Dex</b>	Move Silently		=			
<b>Int</b>	Navigate		=			
<b>Cha</b>	Perform		=			
<b>Dex</b>	Pilot		=			
<b>Wis</b>	Profession(_____)		=			
<b>Wis</b>	Profession(_____)		=			
<b>Int</b>	Repair		=			
<b>Dex</b>	Ride		=			
<b>Int</b>	Search		=			
<b>Wis</b>	Sense Motive		=			
<b>Dex</b>	Sleight of Hand		=			
<b>Wis</b>	Spot		=			
<b>Wis</b>	Survival		=			
<b>Str</b>	Swim		=			
<b>Wis</b>	Treat Injury		=			
<b>Dex</b>	Tumble		=			
			=			
			=			
			=			
			=			

