CHARACTER NAME | CLASS: Physical Adept | LEVEL | AGENT LEVEL

CODENAME | SECOND CLASS | LEVEL | DEPARTMENT

PLAYER | CHAMBER | PSION LEVEL | NATIONALITY

AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

VITALITY — TOTAL | CURRENT | DIE TYPE: d10

WOUNDS — TOTAL | CURRENT | SUBDUAL DAMAGE

DEFENSE — TOTAL = 10 + CLASS/ARMOR + DEX + SIZE + MISC

INITIATIVE — TOTAL = CLASS + DEX + MISC

ACTION DICE — TOTAL | DIE TYPE | SPENT

BASE SPEED — TOTAL

INSPIRATION — TOTAL = WIS MOD + MISC

EDUCATION — TOTAL = INT MOD + MISC

SAVES

	TOTAL BONUS	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)	=	+	+	
REFLEX (DEXTERITY)	=	+	+	
WILL (WISDOM)	=	+	+	

ATTACKS

	TOTAL BONUS	BASE ATTACK	ABILITY MODIFIER	MISC MODIFIER
UNARMED	=	+	+	
MELEE	=	+	+	
RANGED	=	+	+	

WEAPON

ATK BONUS	DAMAGE	ERROR	THREAT

RANGE	WEIGHT	RECOIL	ACCURACY	QUALITIES & MODS

AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT
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WEAPON

ATK BONUS	DAMAGE	ERROR	THREAT

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AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT
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WEAPON

ATK BONUS	DAMAGE	ERROR	THREAT

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AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT
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AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT
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ARMOR

DEF BONUS	DAMAGE REDUCTION	ARMOR CHECK

TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR

DEF BONUS	DAMAGE REDUCTION	ARMOR CHECK

TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS

MAX RANKS: ____ ____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MODIFIER	MISC MODIFIER	ERROR RANGE	THREAT RANGE
☐	Appraise ▪	INT	=	+	+			
☒	Balance ▪	DEX*	=	+	+			
☐	Bluff ▪	CHA	=	+	+			
☐	Boating ▪	DEX	=	+	+			
☐	Bureaucracy ▪	CHA	=	+	+			
☒	Climb ▪	STR*	=	+	+			
☐	Computers ▪	INT	=	+	+			
☒	Concentration ▪	WIS	=	+	+			
☒	Craft _____	INT	=	+	+			
☐	Cryptography	INT	=	+	+			
☐	Cultures	WIS	=	+	+			
☐	Demolitions	INT	=	+	+			
☐	Diplomacy ▪	CHA	=	+	+			
☐	Disguise ▪	CHA	=	+	+			
☒	Driver ▪	DEX	=	+	+			
☐	Electronics	INT	=	+	+			
☐	Escape Artist ▪	DEX*	=	+	+			
☐	First Aid ▪	WIS	=	+	+			
☐	Forgery ▪	INT	=	+	+			
☐	Gather Information ▪	CHA	=	+	+			
☒	Handle Animal	CHA	=	+	+			
☐	Hide ▪	DEX*	=	+	+			
☒	Hobby _____	WIS	=	+	+			
☐	Innuendo ▪	WIS	=	+	+			
☒	Intimidate ▪	STR/CHA	=	+	+			
☒	Jump ▪	STR*	=	+	+			
☒	Knowledge _____	INT	=	+	+			
☐	Languages ▪	WIS	=	+	+			
☐	Listen ▪	WIS	=	+	+			
☐	Mechanics	INT	=	+	+			
☒	Move Silently ▪	DEX*	=	+	+			
☐	Open Lock	DEX	=	+	+			
☐	Perform ▪	CHA	=	+	+			
☐	Pilot	DEX	=	+	+			
☒	Profession _____	WIS	=	+	+			
☐	Read Lips	INT	=	+	+			
☐	Search ▪	INT	=	+	+			
☒	Sense Motive ▪	WIS	=	+	+			
☐	Sleight of Hand	DEX*	=	+	+			
☒	Sport ▪ _____	STR/DEX*	=	+	+			
☐	Spot ▪	WIS	=	+	+			
☐	Surveillance	WIS	=	+	+			
☐	Survival	WIS	=	+	+			
☒	Swim ▪	STR	=	+	+			
☐	Tumble	DEX*	=	+	+			
☐	Use Rope ▪	DEX*	=	+	+			
☐			=	+	+			
☐			=	+	+			
☐			=	+	+			
☐			=	+	+			

Skills marked with ▪ can be used normally even if the character has zero (0) skill ranks.
*Mark class skills with ☒ . *armor check penalty, if any, applies.*

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CAMPAIGN

EXPERIENCE POINTS

FIELD EXPENSES | FIELD EXPENSES REMAINING

STANDARD ISSUE GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
Equals max heavy load	Equals 2x max heavy load	Equals 5x max heavy load

GADGETS

GADGET	EFFECT	SPOT DC

FEATS & SPECIAL ABILITIES

FEAT	EFFECT