

Combat

Initiative	Dex	Origin	Level	Total
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Speed	6	Origin	Armor	Total
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Other Movement

Unarmed	<input type="checkbox"/> Quick	<input type="checkbox"/> Powerful
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Attack	Level	Ability	Accuracy	Total
Damage	[W]	Ability	Level	Total

Melee	Weapon
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Attack	Level	Ability	Accuracy	Total
Damage	[W]	Ability	Level	Total

Notes

Ranged	Weapon
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Range

Attack	Level	Ability	Accuracy	Total
Damage	[W]	Ability	Level	Total

Notes	<input type="checkbox"/> Uses Ammo
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Power

Range

Attack	Level	Ability	Accuracy	Total
vs.	<input type="checkbox"/> AC	<input type="checkbox"/> Fort	<input type="checkbox"/> Reflex	<input type="checkbox"/> Will

Damage	Dice	Ability	Level	Total
Notes				

Power

Range

Attack	Level	Ability	Accuracy	Total
vs.	<input type="checkbox"/> AC	<input type="checkbox"/> Fort	<input type="checkbox"/> Reflex	<input type="checkbox"/> Will

Damage	Dice	Ability	Level	Total
Notes				

Defenses

AC	10+	Dex/Int	Armor	Origin	Level
Fort	10+	Str/Con	Armor	Origin	Level
Reflex	10+	Dex/Int	Armor	Origin	Level
Will	10+	Wis/Cha	Armor	Origin	Level

Armor	AC
<input type="checkbox"/> Light	+3 Add Dex/Int to AC
<input type="checkbox"/> Heavy	+7 -1 speed
<input type="checkbox"/> Shield	+1 Requires 1 hand
<input type="checkbox"/>	
<input type="checkbox"/>	

Hit Points

	Total HP	Bloodied	
Current			
Temporary			
Second Wind		<input type="checkbox"/> Used	
Failed Death Saves		<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Resistances			
Vulnerabilities			

Critical Hits

Bonus Damage
Additional Effects

Ammo

Ammunition	<input type="checkbox"/> Out of Ammo
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Name	
Concept	
Origins	Primary
	Secondary
Vocations/Profession	
Cryptic Alliance	
	<input type="checkbox"/> Revealed

Level	
XP	
Alpha Mutations	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3

Ability Scores

Strength	Modifier	Score	Modifier
Constitution		1 -5	-5
Dexterity		2-3 -4	-4
Intelligence		4-5 -3	-3
Wisdom		6-7 -2	-2
Charisma		8-9 -1	-1
		10-11 +0	+0
		12-13 +1	+1
		14-15 +2	+2
		16-17 +3	+3
		18-19 +4	+4
		20-21 +5	+5

Player	
Game Master	
Campaign	
Character Start Date	
<input type="checkbox"/> Deceased	Cause of Death

Character Portrait

Skills

Acrobatics	Dex	Origin	1	Level	Total
Athletics	Str	Origin	2	Level	Total
Conspiracy	Int	Origin	3	Level	Total
Insight	Wis	Origin	4	Level	Total
Interaction	Cha	Origin	5	Level	Total
Mechanics	Int	Origin	6	Level	Total
Nature	Wis	Origin	7	Level	Total
Perception	Wis	Origin	8	Level	Total
Science	Int	Origin	9	Level	Total
Stealth	Dex	Origin	10	Level	Total

Passive Perception	10+	Skill	Total
Passive Insight	10+	Skill	Total
Other Senses			

Character Advancement

1st Level	0 XP
Novice Power	Primary
Overcharge Bonus +2	<input type="checkbox"/> Bio <input type="checkbox"/> Dark <input type="checkbox"/> Psi
Origin Traits	Primary
Novice Power	Secondary
Origin Traits	Secondary

2nd Level	500 XP
Critical Benefit	

3rd Level	1,000 XP
Utility Power	

4th Level	2,000 XP
Second Alpha Mutation	
Vocation	
Feat Benefit	

5th Level	3,000 XP
Expert Power	

6th Level	4,000 XP
Critical Benefit	

7th Level	5,000 XP
Utility Power	
Vocation	
Feat Benefit	

8th Level	6,500 XP
Third Alpha Mutation	

9th Level	8,500 XP
Expert Power	

10th Level	10,000 XP
Uber Feature	
Vocation	
Feat Benefit	

Campaign Notes

Equipment & Wealth

Mundane Gear	1d4+1
Explorer’s kit (backpack, bedroll, ½ gallon canteen, flint & steel, 10 days of trail rations, 100 feet of rope)	

Ancient Junk

Vehicles & Mounts	Speed

Omega Tech	Card / Set
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☐ = Salvaged

Other Valuables	
Far-Go Scrip	