

ETHERSCOPE™

CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

RACE _____ TEMPLATE _____

AGE _____ GENDER _____ HEIGHT _____

WEIGHT _____ EYES _____ HAIR _____

VALUES	VIRTUE	VICE
ALLEGIANCES	MAJOR	MINOR

EXCELLENCE pts _____ SPENT: _____

CLASSES	LEVEL

SAVING THROWS	TOTAL	BASE	ABILITY MOD	MISC MOD
Fortitude	_____	_____	_____	_____
Reflex	_____	_____	_____	_____
Will	_____	_____	_____	_____

HIT POINTS	MAX	THRESHOLD
DAMAGE TAKEN:	_____	_____

OCCULT POWERS

SKILL	TOTAL	RANKS	ABILITY SCORE	ABILITY MOD	MISC MOD
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____

CONSTITUTION

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	TOTAL	RANKS	CON MOD	MISC MOD
<input type="checkbox"/> Concentration	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

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SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	TOTAL	RANKS	CHA MOD	MISC MOD
<input type="checkbox"/> Bluff	_____	_____	_____	_____
<input type="checkbox"/> Diplomacy	_____	_____	_____	_____
<input type="checkbox"/> Disguise	_____	_____	_____	_____
<input type="checkbox"/> Handle Animal	_____	_____	_____	_____
<input type="checkbox"/> Intimidate	_____	_____	_____	_____
<input type="checkbox"/> Perform ()	_____	_____	_____	_____
<input type="checkbox"/> Perform ()	_____	_____	_____	_____
<input type="checkbox"/> Perform ()	_____	_____	_____	_____
<input type="checkbox"/> Perform ()	_____	_____	_____	_____
<input type="checkbox"/> Resolve	_____	_____	_____	_____
<input type="checkbox"/> Scope Resilience	_____	_____	_____	_____

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	TOTAL	RANKS	STR MOD	MISC MOD
STRENGTH	_____	_____	_____	_____
<input type="checkbox"/> Climb	_____	_____	_____	_____
<input type="checkbox"/> Jump	_____	_____	_____	_____
<input type="checkbox"/> Swim	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	TOTAL	RANKS	DEX MOD	MISC MOD
DEXTERITY	_____	_____	_____	_____
<input type="checkbox"/> Balance	_____	_____	_____	_____
<input type="checkbox"/> Escape Artist	_____	_____	_____	_____
<input type="checkbox"/> Hide	_____	_____	_____	_____
<input type="checkbox"/> Move Silently	_____	_____	_____	_____
<input type="checkbox"/> Pilot (civilian)	_____	_____	_____	_____
<input type="checkbox"/> Pilot (military)	_____	_____	_____	_____
<input type="checkbox"/> Ride	_____	_____	_____	_____
<input type="checkbox"/> Sleight of Hand	_____	_____	_____	_____
<input type="checkbox"/> Tumble	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	TOTAL	RANKS	WIS MOD	MISC MOD
WISDOM	_____	_____	_____	_____
<input type="checkbox"/> Listen	_____	_____	_____	_____
<input type="checkbox"/> Scope Awareness	_____	_____	_____	_____
<input type="checkbox"/> Sense Motive	_____	_____	_____	_____
<input type="checkbox"/> Spot	_____	_____	_____	_____
<input type="checkbox"/> Survival	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	TOTAL	RANKS	INT MOD	MISC MOD
INTELLIGENCE	_____	_____	_____	_____
<input type="checkbox"/> Creative Art	_____	_____	_____	_____
<input type="checkbox"/> Engineer (chemical)	_____	_____	_____	_____
<input type="checkbox"/> Engineer (ethertech)	_____	_____	_____	_____
<input type="checkbox"/> Engineer (mechanical)	_____	_____	_____	_____
<input type="checkbox"/> Engineer (pharmaceutical)	_____	_____	_____	_____
<input type="checkbox"/> Engineer (structural)	_____	_____	_____	_____
<input type="checkbox"/> Forgery	_____	_____	_____	_____
<input type="checkbox"/> Investigate	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ()	_____	_____	_____	_____
<input type="checkbox"/> Munitions	_____	_____	_____	_____
<input type="checkbox"/> Navigate	_____	_____	_____	_____
<input type="checkbox"/> Research	_____	_____	_____	_____
<input type="checkbox"/> Scope Use (immersed)	_____	_____	_____	_____
<input type="checkbox"/> Scope Use (remote)	_____	_____	_____	_____
<input type="checkbox"/> Search	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

COMBAT SUMMARY			
SIZE	SPEED	INITIATIVE	DR

BASE ATTACK					
ATTACK TYPE	TOTAL	BASE ATK	ABILITY SCORE	ABILITY MOD	SIZE MOD
Melee	_____	_____	_____	_____	_____
Grapple	_____	_____	_____	_____	_____
Ranged	_____	_____	_____	_____	_____

DEFENCE				
TOTAL	FLAT FOOTED	TOUCH		

BASE	DEX	CLASS	EQUIP.	MISC.
10				

FIGHTING TECHNIQUE					
STYLE	TOTAL	RANKS	ABILITY SCORE	ABILITY MOD	MISC MOD
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____

FEATS _____

MANOEUVRES _____

ARMOUR/PROTECTIVE ITEM			
ARMOUR/PROTECTIVE ITEM	EQUIP. BONUS		

TYPE	CHECK PEN.	MAX DEX.	PROPERTIES

ARMOUR/PROTECTIVE ITEM			
ARMOUR/PROTECTIVE ITEM	EQUIP. BONUS		

TYPE	CHECK PEN.	MAX DEX.	PROPERTIES

ATTACK		
WEAPON	ATK MOD	DAMAGE

TYPE	CRITICAL	PROPERTIES

FEATS/TALENTS/SPECIAL ABILITY NOTES:

ATTACK		
WEAPON	ATK MOD	DAMAGE

TYPE	CRITICAL	PROPERTIES

FEATS/TALENTS/SPECIAL ABILITY NOTES:

ATTACK		
WEAPON	ATK MOD	DAMAGE

TYPE	CRITICAL	PROPERTIES

FEATS/TALENTS/SPECIAL ABILITY NOTES:

