

4 L T E R N I T Y

Player Name

Character Name

Hero Sheet

Race

Level

Class

Experience

Defenses

AC	10 +	ARMOR	
	CLASS	DEX/INT	LEVEL
Fort	10 +		
	CLASS	STR/CON	LEVEL
Reflex	10 +		
	CLASS	DEX/INT	LEVEL
Will	10 +		
	CLASS	WIS/CHA	LEVEL

Action Points

CURRENT ACTION POINTS

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Healing

Second Wind Used

You can use *second wind* as a minor action once per encounter. You spend a healing surge and regain hit points equal to your healing surge value, and gain a +2 bonus to all defenses until the start of your next turn. With a DC 10 Knowledge—*first aid* or Medical Science—*treatment* check, you can trigger someone else's second wind as a standard action, albeit without the bonus to defenses.

Short Rests

During a short rest, you can spend a healing surge and regain hit points equal to your healing surge value. You can spend as many healing surges as you like in this way during a short rest.

Extended Rests

You regain all your healing surges after an extended rest, and regain all your hit points.

Death Saves

Failed

Resistances

Impact	Energy	Psychic	Bleed
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Current Conditions

ONGOING DAMAGE

CHARACTER PORTRAIT

Ability Scores

STR	Strength		MODIFIER
CON	Constitution		MODIFIER
DEX	Dexterity		MODIFIER
INT	Intelligence		MODIFIER
WIS	Wisdom		MODIFIER
CHA	Charisma		MODIFIER

Hit Points

Max HP	Bloodied	Temp HP
	MAX / 2	

CURRENT HIT POINTS

Healing Surges

Surge Value	Surges/Day	Used
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Combat Statistics

Initiative	
Speed	
Special Movement	
Vision	
Passive Awareness	INTUITION PERCEPTION

Key Skills

Awareness— <i>intuition</i>	WIS
Awareness— <i>perception</i>	WIS
Investigate— <i>search</i>	WIS
Knowledge— <i>deduce</i>	INT
Knowledge— <i>first aid</i>	INT
Resolve— <i>physical</i>	WIS
Technical Science— <i>repair</i>	INT

Character Details

Age
Height
Weight
Gender
Hair/Fur Color
Skin/Scale Color
Eye Color
Career
Religion

Languages

<input checked="" type="checkbox"/> Galactic Standard	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Stellar Nation

BENEFIT

Character Biography

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Attributes

Motivation

<input type="checkbox"/> All for Love	<input type="checkbox"/> On a Mission
<input type="checkbox"/> Can't Get Enough	<input type="checkbox"/> Personal Power
<input type="checkbox"/> Deeper Meaning	<input type="checkbox"/> Staying Alive
<input type="checkbox"/> Discovery	<input type="checkbox"/> Trust in Higher Power
<input type="checkbox"/> Find the Truth	<input type="checkbox"/> Vengeance
<input type="checkbox"/> Fun First	<input type="checkbox"/> Winning is Everything
<input type="checkbox"/> Helping Others	<input type="checkbox"/> Yearn to Learn
<input type="checkbox"/> Loose End	<input type="checkbox"/>

Moral Attitude

<input type="checkbox"/> Anti-authority	<input type="checkbox"/> Honorable
<input type="checkbox"/> Apathetic	<input type="checkbox"/> Just
<input type="checkbox"/> Conformist	<input type="checkbox"/> Selfish
<input type="checkbox"/> Corrupt	<input type="checkbox"/> Unscrupulous
<input type="checkbox"/> Despicable	<input type="checkbox"/> Virtuous
<input type="checkbox"/> Ethical	<input type="checkbox"/> Worldly
<input type="checkbox"/> Gallant	<input type="checkbox"/>

Character Traits

Wealth

Concord Credits	
Monthly Salary	
Other Wealth	VALUE
Debt	
Monthly Upkeep	

Wealth Notes

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Campaign Details

Group Affiliation	
Allegiance	
Base of Operations	
Ship	
Position	
Rank	
Companions	
Allies	
Progress Level	7
Access Level	<input checked="" type="checkbox"/> Any <input checked="" type="checkbox"/> Common <input type="checkbox"/> Controlled <input type="checkbox"/> Military <input type="checkbox"/> Restricted

Campaign Notes

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Skills & Specialties

STRENGTH	<input type="checkbox"/> Armor Operation	STR	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>combat armor, ○ powered armor</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Athletics	STR	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>climb, □ jump, □ throw, ○☼</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Heavy Weapons	STR	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>direct fire, □ indirect fire</i>			SPEC +2	TOTAL
<input type="checkbox"/> Melee Weapons	STR	TRAINED +2	+LEVEL	TOTAL	
<input type="checkbox"/> <i>blade, □ bludgeon, □ powered weapon</i>			SPEC +2	TOTAL	
<input type="checkbox"/> Unarmed Attack	STR	TRAINED +2	+LEVEL	TOTAL	
<input type="checkbox"/> <i>brawl, ○ power martial arts</i>			SPEC +2	TOTAL	

CONSTITUTION	<input type="checkbox"/> Movement	CON	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>race, ○ swim, □ trailblazing</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Stamina	CON	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>endurance, ○ resist pain</i>			SPEC +2	TOTAL
<input type="checkbox"/> Survival	CON	TRAINED +2	+LEVEL	TOTAL	
<input type="checkbox"/> <i>survival training</i>			SPEC +2	TOTAL	

DEXTERITY	<input type="checkbox"/> Acrobatics	DEX	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>daredevil, ○ defensive martial arts, □ dodge, □ fall, ○ flight, ○ zero-g, ○☼</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Manipulation	DEX	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>lockpick, □ pickpocket, □ prestidigitation</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Modern Ranged	DEX	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>pistol, □ rifle, □ SMG</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Primitive Ranged	DEX	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>bow, □ crossbow, □ flintlock, □ sling</i>			SPEC +2	TOTAL
<input type="checkbox"/> Stealth	DEX	TRAINED +2	+LEVEL	TOTAL	
<input type="checkbox"/> <i>hide, □ shadow, □ sneak</i>			SPEC +2	TOTAL	
<input type="checkbox"/> Vehicle Operations	DEX	TRAINED +2	+LEVEL	TOTAL	
<input type="checkbox"/> <i>air, □ land, ○ space, □ water</i>			SPEC +2	TOTAL	

INTELLIGENCE	<input type="checkbox"/> Business	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>corporate, □ illicit, □ small business</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Computer Science	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>hacking, □ hardware, □ programming</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Demolitions	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>disarm, ○ scratch-built, □ set explosives</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Knowledge	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>computer operations, □ deduce, ○ first aid, ○ psionics, ○☼ language, □☼</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Law	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>court procedures, □ law enforcement, ○☼</i>			SPEC +2	TOTAL
<input type="checkbox"/> Life Science	INT	TRAINED +2	+LEVEL	TOTAL	
<input type="checkbox"/> <i>biology, □ botany, □ genetics, ○ psionics, ○ xenology, □ zoology</i>			SPEC +2	TOTAL	

INTELLIGENCE	<input type="checkbox"/> Medical Science	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>forensics, □ medical knowledge, □ psychology, ○ surgery, ○ treatment, ○☼ xenomedicine</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Navigation	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>drivespace, □ system, □ surface</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Physical Science	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>astronomy, □ chemistry, □ physics, □ planetology</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Security	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>protection protocols, □ security devices</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Social Science	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>anthropology, □ history, ○ linguistics</i>			SPEC +2	TOTAL
	<input type="checkbox"/> System Operation	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>communications, □ defenses, □ engineering, □ sensors, □ weapons</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Tactics	INT	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>infantry, □ space, □ vehicles</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Technical Science	INT	TRAINED +2	+LEVEL	TOTAL
<input type="checkbox"/> <i>invention, □ juryrig, □ repair, □ tech knowledge</i>			SPEC +2	TOTAL	

WISDOM	<input type="checkbox"/> Administration	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>bureaucracy, □ management</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Animal Handling	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>animal riding, □ animal training</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Awareness	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>intuition, □ perception</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Creativity	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>○☼</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Investigate	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>interrogate, □ research, □ search, □ track</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Resolve	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>mental resolve, □ physical resolve</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Street Smart	WIS	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>criminal elements, □ street knowledge</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Teach	WIS	TRAINED +2	+LEVEL	TOTAL
<input type="checkbox"/> <i>○☼</i>			SPEC +2	TOTAL	

CHARISMA	<input type="checkbox"/> Culture	CHA	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>diplomacy, ○ first encounter, ○☼ etiquette</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Deception	CHA	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>bluff, □ bribe, □ gamble</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Entertainment	CHA	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>act, □ dance, □ sing, ○☼ musical instrument</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Interaction	CHA	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>bargain, □ charm, □ interview, □ intimidate, □ seduce, □ taunt</i>			SPEC +2	TOTAL
	<input type="checkbox"/> Leadership	CHA	TRAINED +2	+LEVEL	TOTAL
	<input type="checkbox"/> <i>command, ○ inspire</i>			SPEC +2	TOTAL

Weapon Data

Ranged Weapon	
Skill	Accuracy
1[W]	Type
Range	
Mass	Hide
Properties	
Clip Size	Clips Carried
Ammo Used	Clips Used
Ranged Basic	ATTACK BONUS VS. DEFENSE
	DAMAGE
Autofire Basic	ATTACK BONUS VS. DEFENSE
	DAMAGE
Burst Basic	ATTACK BONUS VS. DEFENSE
	DAMAGE

Melee Weapon	
Skill	Accuracy
1[W]	Type
Mass	Hide
Properties	
Clip Size	Clips Carried
Ammo Used	Clips Used
Melee Basic	ATTACK BONUS VS. DEFENSE
	DAMAGE

Other Weapon	
Skill	Accuracy
1[W]	Type
Range	
Mass	Hide
Properties	
Clip Size	Clips Carried
Ammo Used	Clips Used
Attack	ATTACK BONUS VS. DEFENSE
	DAMAGE

Armor Data

Armor	
Skill	Check Penalty
AC Bonus	Speed
Resist Impact	Resist Energy
Mass	Hide
GRAPH	
Properties	

Armor	
Skill	Check Penalty
AC Bonus	Speed
Resist Impact	Resist Energy
Mass	Hide
GRAPH	
Properties	

Shield	
Skill	Check Penalty
AC Bonus	Reflex Bonus
Resist Impact	Resist Energy
Mass	Hide

Other Device	
Skill	Check Penalty
AC Bonus	Speed
Resist Impact	Resist Energy
Mass	Hide
GRAPH	
Properties	

Environmental Survivability (GRAPH)

	Gravity	Radiation	Atmosphere	Pressure	Heat/Cold
0	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Equipment

MASS

Equipment Notes

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