

Armor	AC	Speed
<input type="checkbox"/> Light <small>description</small>	+3	
<input type="checkbox"/> Heavy	+7	-1
<input type="checkbox"/> Shield	+1	
<input type="checkbox"/> <small>salvaged</small>		
<input type="checkbox"/>		
Total Armor Bonus:		

Armor Bonus: You can add your Dexterity or Intelligence modifier (whichever is higher) to your AC if you are wearing *light armor* or *no armor*. If you are wearing *heavy armor*, do not add your Dexterity or Intelligence modifier to your AC.

Ammunition Out of Ammo

Ammunition use is abstract: If you fire your gun only *once* in an encounter, then you don't run out of ammo. If you fire your gun *more than once*, you run out of ammo at the end of the encounter.

Standard	Make a melee basic attack
	Make a ranged basic attack
	Stabilize a dying character
Move	Move your movement
	Shift one square
	Stand from prone
Minor	Second wind

Actions: Each turn you can take one standard action, one move action, and one minor action, in any order. You can trade actions down (standard to move or minor; move to minor), but not up.

Weapon	<input type="checkbox"/> Unarmed; quick attack
Ability	Dex/Int Accuracy +3
Damage	1d4 Type Physical
Range	melee 1 Ammo? no

Weapon	<input type="checkbox"/> Unarmed; powerful attack
Ability	Str/Con Accuracy +2
Damage	1d8 Type Physical
Range	melee 1 Ammo? no

Attack Type	Attack Bonus	Vs.	Damage
Unarmed		AC	
Melee Basic		AC	
<small>alternate weapon</small>			
Ranged Basic		AC	
<small>alternate weapon</small>			
<small>powers</small>			

The attack bonus for your *basic attack* is: **ability modifier + accuracy + level**
The damage for your *basic attack* is: **1[W] + ability modifier + level**

Weapon	
Ability	Accuracy
Damage	1[W] Type damage
Range	Ammo? yes/no

Weapon	
Ability	Accuracy
Damage	1[W] Type damage
Range	Ammo? yes/no

Weapon	
Ability	Accuracy
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Weapon	
Ability	Accuracy
Damage	1[W] Type damage
Range	Ammo? yes/no



Name
XP
Level
Alpha Mutations <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
Uber Feature <small>gained at level 10</small>

Primary Origin
<input type="checkbox"/> Novice <input type="checkbox"/> Utility <input type="checkbox"/> Expert <input type="checkbox"/> Critical
+2 to Overcharge: <input type="checkbox"/> Bio <input type="checkbox"/> Dark <input type="checkbox"/> Psi

Secondary Origin
<input type="checkbox"/> Novice <input type="checkbox"/> Utility <input type="checkbox"/> Expert <input type="checkbox"/> Critical

Strength	modifier	+level	=subtotal
Athletics	1	+origin	+random
Constitution	modifier	+level	=subtotal
Acrobatics	2	+origin	+random
Dexterity	modifier	+level	=subtotal
Stealth	3	+origin	+random
Intelligence	modifier	+level	=subtotal
Conspiracy	4	+origin	+random
Mechanics	5	+origin	+random
Science	6	+origin	+random
Wisdom	modifier	+level	=subtotal
Insight	7	+origin	+random
Nature	8	+origin	+random
Perception	9	+origin	+random
Charisma	modifier	+level	=subtotal
Interaction	10	+origin	+random

Character Portrait

Speed <small>base 6</small>	Initiative <small>dex + level</small>
Other Movement	
Passive <small>skill + 10</small>	Passive <small>skill + 10</small>
Insight	Perception

Armor Class	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	dex/int	armor origin level
=	10 +	

Fortitude	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	str/con	origin level
=	10 +	

Reflex	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	dex/int	origin level
=	10 +	

Will	<input type="checkbox"/>	<small>add dex/int bonus only for light armor</small>
	wis/cha	origin level
=	10 +	

Hit Points	12 + con	Bloodied	1/2 hp
Current			
Temporary			
Second Wind	<input type="checkbox"/> Used	Death Saves	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Resistances			
Vulnerabilities			

Second Wind is a minor action that can be used once per encounter. You regain hit points equal to your bloodied value and gain a +2 bonus to all defenses until the start of your next turn.

