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	SKILL	TOTAL	RANKS	CON MOD	MISC MOD
☐	Concentration	___ = ___	+ ___	+ ___
☐		___ = ___	+ ___	+ ___

CHARISMA	SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	CHA MOD	MISC MOD
☐	Bluff	___ = ___	+ ___	+ ___
☐	Diplomacy	___ = ___	+ ___	+ ___
☐	Disguise	___ = ___	+ ___	+ ___
☐	**Handle Animal**	___ = ___	+ ___	+ ___
☐	Intimidate	___ = ___	+ ___	+ ___
☐	Perform ( )	___ = ___	+ ___	+ ___
☐	Perform ( )	___ = ___	+ ___	+ ___
☐	Perform ( )	___ = ___	+ ___	+ ___
☐	Perform ( )	___ = ___	+ ___	+ ___
☐	Resolve	___ = ___	+ ___	+ ___
☐	Scope Resilience	___ = ___	+ ___	+ ___

STRENGTH	SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	STR MOD	MISC MOD
☐	Climb	___ = ___	+ ___	+ ___
☐	Jump	___ = ___	+ ___	+ ___
☐	Swim	___ = ___	+ ___	+ ___
☐		___ = ___	+ ___	+ ___

DEXTERITY	SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	DEX MOD	MISC MOD
☐	Balance	___ = ___	+ ___	+ ___
☐	Escape Artist	___ = ___	+ ___	+ ___
☐	Hide	___ = ___	+ ___	+ ___
☐	Move Silently	___ = ___	+ ___	+ ___
☐	Pilot (civilian)	___ = ___	+ ___	+ ___
☐	Pilot (military)	___ = ___	+ ___	+ ___
☐	Ride	___ = ___	+ ___	+ ___
☐	Sleight of Hand	___ = ___	+ ___	+ ___
☐	Tumble	___ = ___	+ ___	+ ___
☐		___ = ___	+ ___	+ ___

WISDOM	SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	WIS MOD	MISC MOD
☐	Listen	___ = ___	+ ___	+ ___
☐	Scope Awareness	___ = ___	+ ___	+ ___
☐	Sense Motive	___ = ___	+ ___	+ ___
☐	**Spot**	___ = ___	+ ___	+ ___
☐	Survival	___ = ___	+ ___	+ ___
☐		___ = ___	+ ___	+ ___

INTELLIGENCE	SCORE	MOD	TEMP SCORE	TEMP MOD

CLASS SKILL	SKILL	TOTAL	RANKS	INT MOD	MISC MOD
☐	Creative Art	___ = ___	+ ___	+ ___
☐	Engineer (chemical)	___ = ___	+ ___	+ ___
☐	Engineer (ethertech)	___ = ___	+ ___	+ ___
☐	Engineer (mechanical)	___ = ___	+ ___	+ ___
☐	Engineer (pharmaceutical)	___ = ___	+ ___	+ ___
☐	Engineer (structural)	___ = ___	+ ___	+ ___
☐	Forgery	___ = ___	+ ___	+ ___
☐	Investigate	___ = ___	+ ___	+ ___
☐	Knowledge ( )	___ = ___	+ ___	+ ___
☐	Knowledge ( )	___ = ___	+ ___	+ ___
☐	Knowledge ( )	___ = ___	+ ___	+ ___
☐	Knowledge ( )	___ = ___	+ ___	+ ___
☐	Knowledge ( )	___ = ___	+ ___	+ ___
☐	Munitions	___ = ___	+ ___	+ ___
☐	Navigate	___ = ___	+ ___	+ ___
☐	Research	___ = ___	+ ___	+ ___
☐	Scope Use (immersed)	___ = ___	+ ___	+ ___
☐	Scope Use (remote)	___ = ___	+ ___	+ ___
☐	Search	___ = ___	+ ___	+ ___
☐		___ = ___	+ ___	+ ___

COMBAT SUMMARY

SIZE	SPEED	INITIATIVE	DR
			/

BASE ATTACK

ATTACK TYPE	TOTAL	BASE ATK	ABILITY SCORE	ABILITY MOD	SIZE MOD
Melee	___ = STR	+ ___	+ ___	+ ___
Grapple	___ = STR	+ ___	+ ___	+ ___
Ranged	___ = DEX	+ ___	+ ___	+ ___

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:

ETHERSCOPE
CHARACTER SHEET

FEATS

FEAT	GAINED	PAGE REF

TALENTS AND CLASS ABILITIES

TALENT ABILITY	CLASS/TALENT TREE	PAGE REF

EQUIPMENT

ITEM	WEIGHT (LB)	WHERE HELD

TABS AND PROGRAMS

SCOPE TABS

JACK-IN LOCATION	# TABS

UPLOAD TABS

SKILL (S)	RANKS	# TABS

SCOPE PROGRAMS

DESCRIPTION/ ITEM REPLICATED	LEVEL	LOAD ON JACK-IN?

SOCIAL TEMPLATE AND INFLUENCES

SOCIAL TEMPLATE	SOCIAL CLASS	WEALTH	KNOWLEDGES

BONUS SKILLS/FEATS

TEMP. INFLUENCE	INFLUENCE	TOTAL	RANKS	MISC MOD	DETAILS
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			
☐	_____	___ = ___ + ___			

FEATS/TALENTS/SPECIAL ABILITY NOTES:

CYBERNAUGHTICS

ITEM	CPP	TOL	MIN CON	SIZE	UPGRADES	EFFECTS

SCOPE AVATAR

ABILITY SCORES	BASED ON	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH					
DEXTERITY					
CONSTITUTION					

SAVING THROWS

	TOTAL	BASE	ABILITY MOD	MISC MOD
Fortitude	_____ =	_____ +	_____ +	_____
Reflex	_____ =	_____ +	_____ +	_____

DEFENCE

TOTAL	FLAT FOOTED	TOUCH

BASE	DEX	CLASS	EQUIP.	MISC.
10				

SCOPE POINTS

MAX	THRESHOLD

DAMAGE TAKEN:

BASE ATTACK

ATTACK TYPE	TOTAL	BASE ATK	ABILITY SCORE	ABILITY MOD	SIZE MOD
Melee	_____ =	STR +	_____ +	_____ +	_____
Grapple	_____ =	STR +	_____ +	_____ +	_____
Ranged	_____ =	DEX +	_____ +	_____ +	_____

COMBAT SUMMARY

INITIATIVE		
ENHANCED TRANSFER	DOMAIN CLASSES	SPEED BONUS

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:

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