

Name [ \_\_\_\_\_ ] Player [ \_\_\_\_\_ ] Race [ Android ]

Level	Base Class	Level	Prestige Class
Character Level [ ] [ ] --Psionicist [ ] --			
Gear Level [ ] [ ] --Rogue [ ] --			
Armor GLM [ ] [ ] --Scholar [ ] --			
Program GLM [ ] [ ] --Technician [ ] --			
GLM [ ] [ ] --Vagabond [ ] --			
<b>TOTAL ECL</b> [ ] [ ] --Warrior [ +2 ] --	Level Adjustment		

Description  
Ht: \_\_\_\_\_ Wt: \_\_\_\_\_  
Age: \_\_\_\_\_

SIZE CATEGORY [ \_\_\_\_\_ ]  
SPEED [ \_\_\_\_\_ ]

# UNIVERSAL DECAY: DEAD STARS

by DaemonEye Publishing  
and Jay Tyler Barrell

CREATION PRIORITY Race: \_\_\_ Abilities: \_\_\_ Skills: \_\_\_ Cash: \_\_\_

ABILITY SCORES			INITIATIVE	
Base	Bonus	Total	Mod	Damage
STR [ ]+[ ]=[ ] [ ] [ ]				
DEX [ ]+[ ]=[ ] [ ] [ ]				
CON [ ]	Chassis Quality = [ ]		[ + ]	[ ] [ ] [ ]
INT [ ]+[ ]=[ ] [ ] [ ]				
WIS [ ]+[ ]=[ ] [ ] [ ]				
CHA [ ]+[ ]=[ ] [ ] [ ]				
Insanity - _____ Cha _____				

SAVING THROWS			
TOTAL	Base	Ability	Misc. Conditional Modifiers
FORT [ ]=[ ]_Q+[Ar ]+[ ]			
REF [ ]=[ ]+[Dex ]+[ ]			
WILL [ ]=[ ]+[Wis ]+[ ]			

**DEFENSE SCORE**

10 + Dex [ ] + Size [ ] + Misc. [ ] = [ ]

HIT POINTS & VITALITY					
HIT POINTS			VITALITY		Hd HP/Dmg
Current	Max	Current	Max	Armor	[ ]/[ ]/[ ]
[ ]	[ ]	[ ]	[ ]	Motor	[ ]/[ ]/[ ]
[ ]	[ ]	[ ]	[ ]	Sensor	[ ]/[ ]/[ ]
1/2 Max	1/4 Max	1/2 Max	1/4 Max	Power	[ ]/[ ]/[ ]
[ ]	[ ]	[ ]	[ ]	Comp.	[ ]/[ ]/[ ]
Death Threshold			Power System: Q Charge Pack R		
[ ]			[ ]		
Running Time: _____					

ARMOR						
CHASSIS ARMOR: ( )						
SUIT	Type	Max Dex	ACP	WT	Current/Max	DR
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]/[ ]	[ ]/[ ]
Total Cost	Options/Max	GLM	Quality	ER	[ ]/[ ]	[ ]/[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]/[ ]	[ ]/[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]/[ ]	[ ]/[ ]
SUIT	Type	Max Dex	ACP	WT	Current/Max	DR
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]/[ ]	[ ]/[ ]
Total Cost	Options/Max	GLM	Quality	ER	[ ]/[ ]	[ ]/[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]/[ ]	[ ]/[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]/[ ]	[ ]/[ ]

WEAPONS						
WEAPON	Size	Range	Ammo	Damage	Type	WT
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Total Cost	Options/Max	GL	Quality	[ ]	[ ]	[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
WEAPON	Size	Range	Ammo	Damage	Type	WT
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Total Cost	Options/Max	GL	Quality	[ ]	[ ]	[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
WEAPON	Size	Range	Ammo	Damage	Type	WT
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Total Cost	Options/Max	GL	Quality	[ ]	[ ]	[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]/[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

SKILLS					
Total	Ranks	Mods	Classes	Mental Skills	Key Ability
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Appraise	Int
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Astrogation	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Cryptography	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Knowledge ( )	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]		Listen	Wis
[ ]=[ ]+[ ]	[ ]	[ ]		Research	Wis (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Search	Int
[ ]=[ ]+[ ]	[ ]	[ ]		Spot	Wis
[ ]=[ ]+[ ]	[ ]	[ ]		Survival	Wis
Total	Ranks	Mods	Classes	Physical Skills	Key Ability
[ ]=[ ]+[ ]	[ ]	[ ]		Balance	Dex (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Climb	Str (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Escape Artist	Dex (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Freefall	Dex (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Hide	Dex (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Jump	Str (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Move Silently	Dex (a)
[ ]=[ ]+[ ]	[ ]	[ ]		Pilot	Dex(a,c)
[ ]=[ ]+[ ]	[ ]	[ ]		Sleight of Hand	Dex(t,a)
[ ]=[ ]+[ ]	[ ]	[ ]		Swim	Str
[ ]=[ ]+[ ]	[ ]	[ ]		Tumble	Dex(t,a)
Total	Ranks	Mods	Classes	Social Skills	Key Ability
[ ]=[ ]+[ ]	[ ]	[ ]		Art ( )	Cha
[ ]=[ ]+[ ]	[ ]	[ ]		Bluff	Cha
[ ]=[ ]+[ ]	[ ]	[ ]		Diplomacy	Cha
[ ]=[ ]+[ ]	[ ]	[ ]		Disguise	Cha
[ ]=[ ]+[ ]	[ ]	[ ]		Gather Information	Cha
[ ]=[ ]+[ ]	[ ]	[ ]		Handle Animal	Cha (t)
[ ]=[ ]+[ ]	[ ]	[ ]		Intimidate	Cha
[ ]=[ ]+[ ]	[ ]	[ ]		Profession ( )	Wis (t)
[ ]=[ ]+[ ]	[ ]	[ ]		Sense Motive	Wis
[ ]=[ ]+[ ]	[ ]	[ ]		Street Smarts	Wis
Total	Ranks	Mods	Classes	Technical Skills	Key Ability
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Computer Use	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Craft ( )	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Demolitions	Int (t,c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Disable Device	Int (t)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Forgery	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]		Heal	Wis
[ ]=[ ]+[ ]	[ ]	[ ]		Open Lock	Dex(t,c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Remote Operation	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Repair	Int(t,c)
[ ]=[ ]+[ ]	[ ]	[ ]	RACE	Robotics	Int (c)
[ ]=[ ]+[ ]	[ ]	[ ]		Use Rope	Dex

(a) Armor Check Penalty. (c) Technical Proficiency. (t) Trained Only.

CAMPAIGN:

EXPERIENCE POINTS (XP)

Table with columns for Current, Max Savable, and Inherent Bonuses (Str, Dex, Con, Int, Wis, Cha).

RACIAL ABILITIES

Preferred Class:
Artificial Brain: Q = 2 + Int mod
Sensors: Quality = Chassis Q
\* Darkvision: (20 ft x Q)
\* Listen/Search/Spot: + (Q - 1)
\* Cost:
EM Vulnerability
Low-Light Vision
Mental Immunity
Nonliving (Robotic)

Chassis (Medium PC Human):
\* Quality: (10 - Race x 2)
\* Power System:
\*\* Weight (2.5 lbs total):
\* Power System:
\*\* Weight (2.5 lbs total):
\* Options: / (Con - 8 free)
\*
\*

PRIMARY COMPUTER

Type: Cerebral Computer Quality: OS: Robotic

Templates & Options ( 0 / 0 ): Adaptive Circuits, EM Hardening

Table with columns for MEMORY (Running, Stored), Running, R, mp.

PERSONAL GEAR

Table with columns for Item, Q, WT, Item, Q, WT.

CYBERWARE

Table with columns: Q, Implant, Stress, Options, Cost, GLM, HP/max, Hard, Notes.

CLASS ABILITIES

Preferred Class:

FEATS

Melee Project Firearm CL 1:
Simple [ ] [ ] [ ] CL 3:
Martial [ ] [ ] [ ] CL 6:
Exotic: CL 9:
CL 12:
Light Med Heavy CL 15:
Armor [ ] [ ] [ ] CL 18:

ENCUMBRANCE

Light Limit -1 Dex per -5 Speed per Amount Carried

CREDITS

LANGUAGES