Name [_____] Player [_____] Race [_____]

UNIVERSAL DECAY: DEAD STARS

by DaemonEye Publishing and Jay Tyler Barrell

		Level	Base Class	Level	Prestige Class
Character Level	[____]	[____]	--Psionicist	[____]	--
Gear Level	[____]	[____]	--Rogue	[____]	--
Armor GLM	[____]	[____]	--Scholar	[____]	--
Program GLM	[____]	[____]	--Technician	[____]	--
_____GLM	[____]	[____]	--Vagabond	[____]	--
~~TOTAL ECL	[____]	[____]	--Warrior	[____]	-- Level Adjustment

Description
Ht:_____Wt:_____
Age:_____

SIZE CATEGORY [_____]
SPEED [_____]

CREATION PRIORITY Race:___ Abilities:___ Skills:___ Cash:___

ABILITY SCORES

	Base	Bonus	Total	Mod	Damage
STR	[_____]	[____]	[_____]	[____]	[_____]
DEX	[_____]	[____]	[_____]	[____]	[_____]
CON	[_____]	[____]	[_____]	[____]	[_____]
INT	[_____]	[____]	[_____]	[____]	[_____]
WIS	[_____]	[____]	[_____]	[____]	[_____]
CHA	[_____]	[____]	[_____]	[____]	[_____]

Insanity –_____ Cha PK To-Hit [+_____] (Int mod + Psi Level)

Radiation Doses: (alpha_____) (beta_____) Cancer Points:_____

INITIATIVE

[_____]

TO-HIT BONUS

BAB	+Dex	+Size
[+____]	[____]	[____]

SAVING THROWS

	TOTAL	Base	Ability	Misc.	Conditional Modifiers
FORT	[_____]	[____]	[Con___]	[_____]	_____
REF	[_____]	[____]	[Dex___]	[_____]	_____
WILL	[_____]	[____]	[Wis___]	[_____]	_____

DEFENSE SCORE

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

HIT POINTS & VITALITY

HIT POINTS Current	HIT POINTS Max	VITALITY Current	VITALITY Max	PSI VITALITY Current	PSI VITALITY Max

1/2 Max	1/4 Max	1/2 Max	1/4 Max	Death Threshold	Psi Level
[_____]	[_____]	[_____]	[_____]	[_____]	[_____]

ARMOR

BONUS DR:___(_____) ER:___(_____)

SUIT	Type	Max Dex	ACP	WT		Current/Max
[_____]	[_____]	[_____]	[_____]	[_____]	DR	[_____/_____]
Total Cost	Options/Max		GLM	Quality	ER	[_____/_____]
[_____]	[_____/_____]		[_____]	[_____]	DT	[_____/_____]

[_____]
[_____]

SUIT	Type	Max Dex	ACP	WT		Current/Max
[_____]	[_____]	[_____]	[_____]	[_____]	DR	[_____/_____]
Total Cost	Options/Max		GLM	Quality	ER	[_____/_____]
[_____]	[_____/_____]		[_____]	[_____]	DT	[_____/_____]

[_____]
[_____]

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	
[_____]	[_____/_____]	[_____]	[_____]	[_____]

[_____]

WEAPON	Size	Range	Ammo	Damage	Type	WT
[_____]	[_____]	[_____]	[_____]	[_____]	[_____]	[____]

Total Cost	Options/Max	GL	Quality	
[_____]	[_____/_____]	[_____]	[_____]	[_____]

[_____]

SKILLS

Total	Ranks	Mods	Classes	Mental Skills	Key Ability
[____]	[____]	[_____]	[_____]	Appraise	Int
[____]	[____]	[_____]	[_____]	Astrogation	Int (t)
[____]	[____]	[_____]	[_____]	Cryptography	Int (t)
[____]	[____]	[_____]	[_____]	Knowledge (_____)	Int (t)
[____]	[____]	[_____]	[_____]	Knowledge (_____)	Int (t)
[____]	[____]	[_____]	[_____]	Knowledge (_____)	Int (t)
[____]	[____]	[_____]	[_____]	Knowledge (_____)	Int (t)
[____]	[____]	[_____]	[_____]	Knowledge (_____)	Int (t)
[____]	[____]	[_____]	[_____]	Knowledge (_____)	Int (t)
[____]	[____]	[_____]	[_____]	Listen	Wis
[____]	[____]	[_____]	[_____]	Research	Wis (c)
[____]	[____]	[_____]	[_____]	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	Psionic Skills	Key Ability
[____]	[____]	[_____]	[_____]	Fetching	Wis(t,p)
[____]	[____]	[_____]	=Fetching	" Time Skip	Wis(t,p)
[____]	[____]	[_____]	[_____]	Psychokinesis	Int(t p)
[____]	[____]	[_____]	=Psychokin	" PK Shield	Int(t,p)
[____]	[____]	[_____]	[_____]	Telepathy	Cha(t,p)
[____]	[____]	[_____]	=Telepathy	" Brain Ripper	Cha(t,p)

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
[____]	[____]	[_____]	[_____]	Computer Use	Int (c)
[____]	[____]	[_____]	[_____]	Craft (_____)	Int (c)
[____]	[____]	[_____]	[_____]	Craft (_____)	Int (c)
[____]	[____]	[_____]	[_____]	Craft (_____)	Int (c)
[____]	[____]	[_____]	[_____]	Craft (_____)	Int (c)
[____]	[____]	[_____]	[_____]	Craft (_____)	Int (c)
[____]	[____]	[_____]	[_____]	Craft (_____)	Int (c)
[____]	[____]	[_____]	[_____]	Demolitions	Int (t,c)
[____]	[____]	[_____]	[_____]	Disable Device	Int (t)
[____]	[____]	[_____]	[_____]	Forgery	Int (c)
[____]	[____]	[_____]	[_____]	Heal	Wis
[____]	[____]	[_____]	[_____]	Open Lock	Dex(t,c)
[____]	[____]	[_____]	[_____]	Remote Operation	Int (c)
[____]	[____]	[_____]	[_____]	Repair	Int(t,c)
[____]	[____]	[_____]	[_____]	Robotics	Int (c)
[____]	[____]	[_____]	[_____]	Use Rope	Dex

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

CAMPAIGN:

EXPERIENCE POINTS (XP)

Current	Max Savable		Inherent Bonuses		
		Str	[_____] Dex	[_____] Con	[_____]
		Int	[_____] Wis	[_____] Cha	[_____]

PERSONAL GEAR

Item	Q	WT	Item	Q	WT

PRIMARY COMPUTER

Type:_____**Quality:**_____**OS:**_____

Templates & Options (___/___):_____

MEMORY	Running	Stored
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	R	mp	Running	R	mp

CYBERWARE

Q	Implant	Stress	Options	Cost	GLM	HP/max	Hard	Notes
			/			/		[ ]
			/			/		[ ]
			/			/		[ ]
			/			/		[ ]
			/			/		[ ]
			/			/		[ ]
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			/			/		[ ]
			/			/		[ ]

GENE-JACKING

Advantages	Major/Minor/Implant	Disadvantages

Total Gene-Jacks [_____]

Gear Level Mod [_____]

PSIONICS

Primary Feat	Nat. Flow?	Reach	Save DC	Wild Talent	GLM
[___] Fetching_____	[___]---	[_____ft]	[___]		
[___] Psychokinesis___	[___]---	[_____ft]	[___]		
[___] Telepathy_____	[___]---	[_____ft]	[___]		

Extra Feat	DC	Vitality	Extra Feat	DC	Vitality

FEATS

	Melee	Project	Firearm
Simple	[_____]	[_____]	[_____]
Martial	[_____]	[_____]	[_____]

Exotic:_____

_____

	Light	Med	Heavy
Armor	[_____]	[_____]	[_____]

CL 1:_____

CL 3:_____

CL 6:_____

CL 9:_____

CL 12:_____

CL 15:_____

CL 18:_____

RACIAL ABILITIES

Preferred Class:_____

CLASS ABILITIES

CREDITS

LANGUAGES

ENCUMBRANCE

Light Limit	–1 Dex per	–5 Speed per	Amount Carried
[_____]	[_____]	[_____]	[_____]

ROBOTS

Name [_____] **Model** [_____]

Cost Q Type Size Mutables & Notes

Chassis [_____][__][_____][_____][_____]

[_____]

Options (___/___) [_____]

[_____]

[_____]

Cost Q Darkvision Listen/Search/Spot

Sensors [_____][__][_____ft] [_____total]

Armor [_____] **Speed** [_____]

Str Dex Int Wis Cha

Ability Scores [_____][____][____][____][____]

Defense Score [___](_____) **BAB/Grapple** [+__/_____]

Attack [Slam +___melee (_d____Bludgeon),_____]

[_____]

Cost Q Type Rating

Power [_____][__][_____][_____]

System [_____][__][_____][_____]

[_____][__][_____][_____]

* ***Running Time*** [_____]

Weight [_____] **Hit Points** [_____] **Damage** [_____]

* ***Special Damage*** [_____]

GLM/CR [_____][_____]

Total Base Sensors Computer Power

Model Cost [_____][_____][_____][_____][_____]

COMPUTER

Type:_____**Quality:**_____**Robotic OS:**_____

Templates & Options (___/___):_____

MEMORY	**Running**	**Stored**
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	**R**	**mp**

Running	**R**	**mp**

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**
[_____]	[_____/_____]	[____]	[_____] [_____]

[_____]

Name [_____] **Model** [_____]

Cost Q Type Size Mutables & Notes

Chassis [_____][__][_____][_____][_____]

[_____]

Options (___/___) [_____]

[_____]

[_____]

Cost Q Darkvision Listen/Search/Spot

Sensors [_____][__][_____ft] [_____total]

Armor [_____] **Speed** [_____]

Str Dex Int Wis Cha

Ability Scores [_____][____][____][____][____]

Defense Score [___](_____) **BAB/Grapple** [+__/_____]

Attack [Slam +___melee (_d____Bludgeon),_____]

[_____]

Cost Q Type Rating

Power [_____][__][_____][_____]

System [_____][__][_____][_____]

[_____][__][_____][_____]

* ***Running Time*** [_____]

Weight [_____] **Hit Points** [_____] **Damage** [_____]

* ***Special Damage*** [_____]

GLM/CR [_____][_____]

Total Base Sensors Computer Power

Model Cost [_____][_____][_____][_____][_____]

COMPUTER

Type:_____**Quality:**_____**Robotic OS:**_____

Templates & Options (___/___):_____

MEMORY	**Running**	**Stored**
Current	[_____]	[_____]
Maximum	[_____]	[_____]

Running	**R**	**mp**

Running	**R**	**mp**

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**
[_____]	[_____/_____]	[____]	[_____] [_____]

[_____]

VEHICLE

[_____][_____][_____][_____]
NAME **SIZE** **TYPE** **COST**
Actual **Design** **Used** **Max** **Used** **Max**
MASS [_____/_____] **BULK** [____/____] **LOADS** [_____/_____]
Fort [_____] **Drive** [_____] **Lift** [_____] **Chg/Rnd** [_____]
Running Time [_____]
Running Time [_____]
Accel [_____ft/rnd] ↑**Velocity** [_____ft] **Agility** [_____]
Loaded [_____ft/rnd] ↑**Velocity** [_____ft] **Agility** [_____]

CHASSIS [Q_____] **Price** [_____] **Weight** [_____lbs]
Options [_____/____] **HP/Max** [_____/_____] **Hardness** [____]
Mods [_____]
[_____]
ARMOR [Q_____] **Price** [_____] **Weight** [_____lbs]
Options [_____/____] **DR** [_____] **ER** [_____]
Mods [_____]
[_____]
DEFENSE [_____] **TO-HIT** [_____] **PILOT** [____] **GLM** [+_____]

d%	Q	System	Hit Points/Max	Hard	Price	Weight	Bulk	Options	Chg/Fuel/Rnd	Notes
Fail by 1-2		Hull Breach DT	_____/_____							
Fail by 3-4		Drive System								
			/					/		
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Fail by 5-6		Sensors	/					/		
Fail by 7-8		Power System								
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Fail by 9-10		Loads								
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Fail by 11+		Extras								
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