

CHARACTER NAME

RACE/SUBRACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

CLASS

SUBCLASS

LEVEL

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

ARMOR CLASS

SPEED

CLIMB

SWIM

FLY

INITIATIVE

SIZE

EX

SKILLS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Data (Int)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Piloting (Dex)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Technology (Int)

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

PROFICIENCIES

Light Armor

Medium Armor

Heavy Armor

Shields

Simple Weapons

Martial Weapons

Simple Blasters

Martial Blasters

Passive (Wisdom)

Perception

HIT POINTS

MAX HIT POINTS

TEMP HP

HIT DICE

SUCCESS

FAILURE

MELEE ATTACK BONUS

ATTACKS

RANGED ATTACK BONUS

ATTACK

ATTACK BONUS

DAMAGE / NOTES

PP

GP

SP

CP

INVENTORY

ABILITY USES

TOTAL

RACIAL TRAITS

CLASS FEATURES

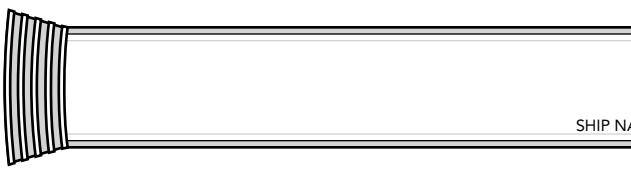
CLASS FEATURES

FEATS

BACKGROUND NOTES

MAGIC ITEMS

CAMPAIGN NOTES



SHIP NAME

MODEL

SIZE CLASSIFICATION

ARMOR CLASS

HIT POINTS

ARMOR CLASS

CAPTAIN

DOGFIGHTER

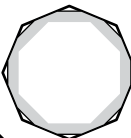
ENGINEER

GUNNER 1

GUNNER 2

PILOT

DARK MATTER ENGINE CLASS





MANEUVERABILITY

SPEED

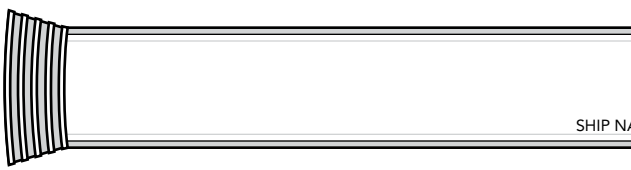
SYSTEMS

- ☐ Arcane Cannon
- ☐ Cloaking
- ☐ Communications
- ☐ Fabricator
- ☐ Hypercapacitor
- ☐ Life Pods
- ☐ Life Support
- ☐ Probe
- ☐ Sensors
- ☐ Shield Generator
- ☐ Shuttle
- ☐ Sickbay
- ☐ Simulation
- ☐ Teleporters
- ☐ Tractor Beam
- ☐ Umbilicus

SHIP TRAITS AND UPGRADES

CARGO

WEAPON	ATTACK BONUS	MEGA DAMAGE	FACING/RANGE
	☐		
	☐		
	☐		
	☐		



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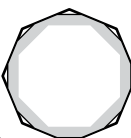
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SHIP TRAITS AND UPGRADES

CARGO

WEAPON	ATTACK BONUS	MEGA DAMAGE	FACING/RANGE
	☐		
	☐		
	☐		
	☐		

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7	SPELL SLOTS	CONC.
	PREP. _____	☐
	_____	☐
	_____	☐
	_____	☐
	_____	☐
	_____	☐
	_____	☐
	_____	☐
	_____	☐
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8	SPELL SLOTS	CONC.
	PREP. _____	☐

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