



MP Spent

Origin/Background

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Saving Throw Modifiers

SAVING THROWS

d4

d6

d8

d10

d12

TENSION

INITIATIVE

ARMOR CLASS

DEFENSES

PROFICIENCY BONUS

INSPIRATION

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

HIT DICE

Successes

Failures

DEATH SAVES

EXHAUSTION

PROFICIENCIES & LANGUAGES

MOXIE

Starting

Current

DETERMINATION

PASSIVE PERCEPTION (WIS)

PASSIVE INSIGHT (WIS)

PASSIVE INVESTIGATION (INT)

SENSES

ACTIONS

Attack Name	Hit	Damage	Range	Reload	Special

WEAPONS & ATTACKS

Name

Duty Station

Class

Level

Race/Species

FEATURES & TRAITS

ARMOR

WEAPON 1

WEAPON 2

WEAPON 3

WEAPON 4

HELMET / SHIELD

WEAPON 2

WEAPON 3

BASE KIT

WEAPON 4

AMMUNITION

WEAPON 1

WEAPON 2

WEAPON 3

WEAPON 4

EXTRA RELOADS

BULK CARRIED

ENCUMBERED WEIGHT

PUSH/DRAG/LIFT

EQUIPMENT

Name

Duty Station

Class

Level

Race/Species

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT

SGC Personnel File

Caution: Not to be used for identification purposes.

Name	Duty Station	Class	Level	Race/Species
<div>CHARACTER APPEARANCE</div>	<div>ALLIES & ORGANIZATIONS</div>	<div>PERSONALITY TRAITS</div> <div>IDEALS</div> <div>FLAWS</div>		
<div>CHARACTER BACKSTORY</div>	<div>ADDITIONAL NOTES</div>			