

| CHARACTER NAME | | PLAYER NAME | | | CAMPAIGN | | |
|----------------|--|-------------|--|--|----------|------|----|
| RACE | | ORIGINS | | | CLASS | RANK | HD |
| | | | | | | | |

| STR | | |
|------------|--|--|
| DEX | | |
| CON | | |
| INT | | |
| WIS | | |
| CHA | | |
| HIT POINTS | | |

| SAVES | | |
|--------------------------------------|----------------------|--------------|
| | | Strength |
| | | Dexterity |
| | | Constitution |
| | | Intelligence |
| | | Wisdom |
| | | Charisma |
| Pass Perception <input type="text"/> | | |
| Determination <input type="text"/> | | |
| PROF BONUS <input type="text"/> | | |
| INITIATIVE <input type="text"/> | | |
| MOXIE <input type="text"/> | | |
| CA | SPEED | |
| <input type="text"/> | <input type="text"/> | |

| SKILLS | | |
|--------|--|-----------------------|
| | | Acrobatics (Dex) |
| | | Animal Handling (Wis) |
| | | Athletics (Str) |
| | | Culture (Wis) |
| | | Deception (Cha) |
| | | Engineering (Int) |
| | | History (Int) |
| | | Insight (Wis) |
| | | Intimidation (Cha) |
| | | Investigation (Int) |
| | | Medicine (Wis) |
| | | Nature (Int) |
| | | Perception (Wis) |
| | | Performance (Cha) |
| | | Persuasion (Cha) |
| | | Pilot (Dex) |
| | | Science (Int) |
| | | Sleight of Hand (Dex) |
| | | Stealth (Dex) |
| | | Survival (Wis) |

| EXHAUSTION LEVELS (Conditions) | | |
|--------------------------------|--|--|
| 1 | | Disadvantage on ability checks |
| 2 | | Speed halved |
| 3 | | Dis. on attack rolls and saving throws |
| 4 | | Hit Points maximum halved |
| 5 | | Speed reduced to 0 |
| 6 | | Death |

| RACIAL & CLASS ABILITIES, FEATS, ORIGINS & PROFICIENCIES | | |
|--|--|--|
| | | |

| DEATH SAVES (1D20) | | | | | | |
|--------------------|--|--|--|----------|--|--|
| SUCSESSES | | | | FAILURES | | |

| CONDITIONS | | | | | |
|------------|--|---------------|--|-------------|--|
| Blinded | | Grappled | | Poisoned | |
| Charmed | | Incapacitated | | Prone | |
| Deafened | | Invisible | | Restrained | |
| Diseased | | Paralyzed | | Stunned | |
| Frightened | | Petrified | | Unconscious | |

| Armor | AC | Stealth | Special |
|-------|----|---------|---------|
| | | | |

| Armor | AC | Stealth | Special |
|-------|----|---------|---------|
| | | | |

| Weapon | Attack | Damage | Type | Range | Reload | Special |
|--------|--------|--------|------|-------|--------|---------|
| | | | | | | |
| | | | | | | |
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| | | | | | | |

| EQUIPMENT | | | | | | |
|-----------|--|--|--|--|--|--|
| | | | | | | |

| NOTES |
|-------|
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| Armor | Tech Lev. | Type | AC | Strength | Stealth | Bulk | Special |
|-------|-----------|------|----|----------|---------|------|---------|
| | | | | | | | |
| | | | | | | | |
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| Weapon | Tech Lev. | Damage | Type | Range | Ammo | Reload | Bulk | Special |
|--------|-----------|--------|------|-------|------|--------|------|---------|
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| Acciones de Combate: | |
|----------------------|---------------|
| Atacar | Attack |
| Usar Tecnología | Use Tech |
| Carrera | Dash |
| Retirada | Disengage |
| Esquivar | Dodge |
| Ayudar | Help |
| Ocultarse | Hide |
| Preparado | Ready |
| Buscar | Search |
| Cubrise | Take Cover |
| Usar un Objeto | Use an Object |

| Skills / Habilidades | |
|--|--|
| Acrobatics (Dex) / Acrobacias (Des) | Medicine (Wis) / Medicina (Sab) |
| Animal Handling (Wis) / Trato con Animales (Sab) | Nature (Int) / Naturaleza (Int) |
| Athletics (Str) / Atletismo (Fue) | Perception (Wis) / Percepción (Sab) |
| Culture (Wis) / Cultura (Sab) | Performance (Cha) / Interpretación (Car) |
| Deception (Cha) / Engaño (Car) | Persuasion (Cha) / Persuasión (Car) |
| Engineering (Int) / Ingeniería (Int) | Pilot (Dex) / Pilotar (Des) |
| History (Int) / Historia (Int) | Science (Int) / Ciencia (Int) |
| Insight (Wis) / Perspicacia (Sab) | Sleight of Hand (Dex) / Juego de Manos (Des) |
| Intimidation (Cha) / Intimidación (Car) | Stealth (Dex) / Sigilo (Des) |
| Investigation (Int) / Investigación (Int) | Survival (Wis) / Supervivencia (Sab) |