

CHARACTER NAME

PLAYER NAME

CAMPAIGN

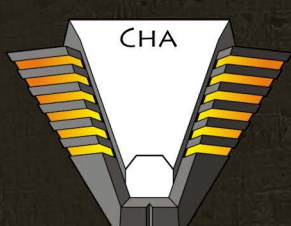
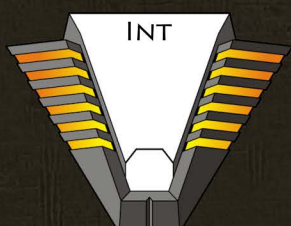
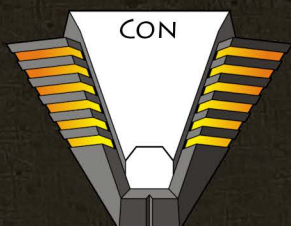
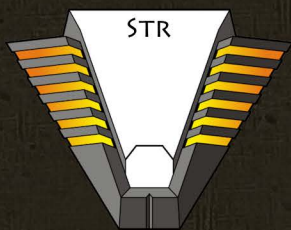
RACE

ORIGIN

CLASS

RANK

HD



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)

HIT POINTS

DETERMINATION

PROF BONUS

INITIATIVE

MOXIE

ARMOR CLASS

AC JAFFA HELMET

SPEED

DEATH SAVES

SUCCESSES

FAILURES

SAVES

- _____ STRENGTH
- _____ DEXTERITY
- _____ CONSTITUTION
- _____ INTELLIGENCE
- _____ WISDOM
- _____ CHARISMA

CONDITION

- NORMAL
- DISADVANTAGE ON ABILITY CHECKS
- SPEED HALVED
- DISADVANTAGE ON ATTACK ROLLS AND SAVING THROWS
- HIT POINTS MAXIMUM HALVED
- SPEED REDUCED TO 0
- DEATH

AMMO WEAPON 1

AMMO WEAPON 2

AMMO WEAPON 3

AMMO WEAPON 4

ATTACK NAME

TO HIT DAMAGE RANGE RELOAD SPECIAL

| ATTACK NAME | TO HIT | DAMAGE | RANGE | RELOAD | SPECIAL |
|-------------|--------|--------|-------|--------|---------|
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RACIAL ABILITIES

FEATS

CLASS ABILITIES

EQUIPMENT

PROFICIENCIES

NOTES

