SGC Personnel File Caution: Not to be used for identification purposes.

Name	Duty Station	Class	Level MP Earn	ed MP Spent
Affiliation	Race/Species	Origin/B	ackground	
STRENGTH STRENGTH Strength Dexterity Constitution Intelligence Wisdom Charisma Saving Throw Modifiers SAVING THROWS SAVING THROWS CONSTITUTION NELLIGENCE NTELLIGENCE NTELLIGENCE CONSTITUTION WISDOM CHARISMA CHARISMA CHARISMA Strength Dexterity Constitution Intelligence Wisdom Charisma Saving Throw Modifiers Saving Throw Modifiers Saving Throw Modifiers Charisma Saving Throw Modifiers Saving Throw Modifiers Saving Throw Modifiers Charisma Saving Throw Modifiers Saving Thr	Initiative Initiative PROFICIENCY BOI INSPIRATION Speed	ARMOR CLASS	Max HP Current HP HIT POINTS Successes Failures DEATH SAVES	
Survival SKILLS		ACTIO	NS	/
MOXIE Starting Current DETERMINATION	Attack Name Hit	Damage Range	Reload Special	
PASSIVE PERCEPTION (WIS) PASSIVE INSIGHT (WIS) PASSIVE INVESTIGATION (INT)				
SENSES		WEAPONS &	ATTACKS	/

Name D	Duty Station	Class Level	Race/Species	
{				
<	FEATURES & TRAITS		/	
			AMMUNITION	
			WEAPON 1	
ARMOR	WEAPC	DN 1	WEAPON 2	
			WEAPON 3	
HELMET / SHIELD	WEAPC	N 2	WEAPON 4	
]		EXTRA RELOADS	
			BULK CARRIED	
	WEAPC	2N 3	ENCUMBERED WEIGHT	
			PUSH/DRAG/LIFT	
BASE KIT	WEAPO	N /		

EQUIPMENT

Name	Duty Station	Class	Level	Race/Species

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT

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