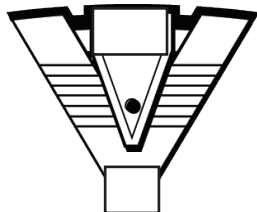
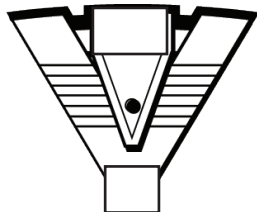


Character Name		Player Name		Campaign	
Race	Origin	Class	Level	HD	

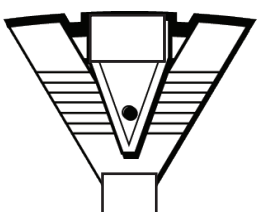
Strength



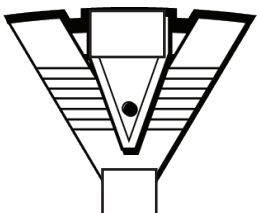
Dexterity



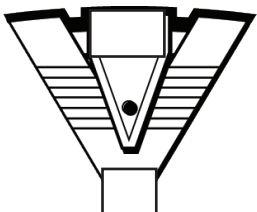
Constitution



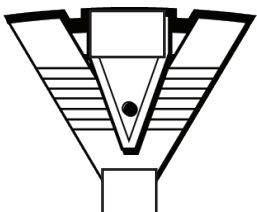
Intelligence



Wisdom



Charisma



Skills

- ☐ __ Acrobatics (dex)
- ☐ __ Animal Handling (wis)
- ☐ __ Athletics (str)
- ☐ __ Culture (wis)
- ☐ __ Deception (cha)
- ☐ __ Engineering (int)
- ☐ __ Insight (wis)
- ☐ __ Intimidation (cha)
- ☐ __ Investigation (int)
- ☐ __ Medicine (wis)
- ☐ __ Nature (wis)
- ☐ __ Perception (wis)
- ☐ __ Performance (cha)
- ☐ __ Persuasion (cha)
- ☐ __ Pilot (dex)
- ☐ __ Science (int)
- ☐ __ Slight of Hand (dex)
- ☐ __ Stealth (dex)
- ☐ __ Survival (wis)

Hit Pts

Determin.

Prof.

Init.

Moxie

Armor Class

Speed

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☐ __ Strength
- ☐ __ Dexterity
- ☐ __ Constitution
- ☐ __ Intelligence
- ☐ __ Wisdom
- ☐ __ Charisma



Armor / Bulk

Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special



RACIAL ABILITIES

ORIGIN / BACKGROUND

CLASS ABILITIES

ADDITIONAL EQUIPMENT

PROFICIENCIES

NOTES