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

Name	Duty Station	Class	Level	MP Earned MP Spent
Affiliation	Race/Species	Origin/Ba	ckground	
STRENGTH STRENGTH Dexterity Constitution Intelligence			Max HP	Current HP Temp HP HIT POINTS
Wisdom Charisma Saving Throw Modifiers	INITIATIVE	ARMOR CLASS	HIT DICE	Successes Failures DEATH SAVES
CONSTITUTION Acrobatics Animal Handling Athletics	PROFICIENCY BC			
INTELLIGENCE Culture INTELLIGENCE Engineering Insight Intimidation	SPEED		PROFILE	
Investigation WISDOM Perception Performance Persuasion Pilot Science Sleight of Hand Stealth Survival			PROFICE	ENCIES & LANGUAGES
SKILLS		ACTION	15	
MOXIE Starting Current DETERMINATION	Attack Name Hit	Damage Range	Reload Special	
PASSIVE PERCEPTION (WIS) PASSIVE INSIGHT (WIS) PASSIVE INVESTIGATION (INT)				
SENSES		WEAPONS & A	TTACKS	

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	,