



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

Name _____ Duty Station _____ Class _____ Level _____ MP Earned _____ MP Spent _____

Affiliation _____ Race/Species _____ Origin/Background _____

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Saving Throw Modifiers

SAVING THROWS

Acrobatics
Animal Handling
Athletics
Culture
Deception
Engineering
Insight
Intimidation
Investigation
Medicine
Nature
Perception
Performance
Persuasion
Pilot
Science
Sleight of Hand
Stealth
Survival

SKILLS

d4 d6 d8 d10 d12 TENSION

INITIATIVE

ARMOR CLASS

DEFENSES

PROFICIENCY BONUS

INSPIRATION

SPEED

Max HP Current HP Temp HP

HIT POINTS

HIT DICE

Successes
Failures

DEATH SAVES

EXHAUSTION

PROFICIENCIES & LANGUAGES

ACTIONS

MOXIE

Starting Current

DETERMINATION

PASSIVE PERCEPTION (WIS)

PASSIVE INSIGHT (WIS)

PASSIVE INVESTIGATION (INT)

SENSES

Attack Name	Hit	Damage	Range	Reload	Special

WEAPONS & ATTACKS

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FEATURES & TRAITS

ARMOR	WEAPON 1	AMMUNITION
HELMET / SHIELD	WEAPON 2	WEAPON 1
BASE KIT	WEAPON 3	WEAPON 2
	WEAPON 4	WEAPON 3
		WEAPON 4
		EXTRA RELOADS
		BULK CARRIED
		ENCUMBERED WEIGHT
		PUSH/DRAG/LIFT

EQUIPMENT

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ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT

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CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES