

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

History

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

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

WEAPON 2

WEAPON 3

WEAPON 4

HELMET / SHIELD

WEAPON 2

WEAPON 3

BASE KIT

WEAPON 4

AMMUNITION

WEAPON 1

WEAPON 2

WEAPON 3

WEAPON 4

EXTRA RELOADS

BULK CARRIED

ENCUMBERED WEIGHT

PUSH/DRAG/LIFT

EQUIPMENT

Name

Duty Station

Class

Level

Race/Species

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT

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