



Name: _____ Player: _____
 Class: _____
 Species: _____ Background: _____
 Gender: _____ Size: _____ Height: _____ Weight: _____
 Age: _____ Hair: _____ Eyes: _____ Alignment: _____

Experience Points: _____ Next Level: _____
 Campaign: _____
 Crucible Corps Serial Number: _____

ABILITIES

Score	Modifier	Saving Throw
<input type="text"/>	<input type="text"/>	<input type="text"/>
STR STRENGTH		
<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY		
<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION		
<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE		
<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM		
<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA		
<input type="text"/>	<input type="text"/>	<input type="text"/>

SENSES

PASSIVE PERCEPTION = 10 + Perception Skill

COMBAT

INITIATIVE Dex + Misc BASE SPEED ENCUMBERED

ARMOR CLASS



Armor Bonus
 + Shield Bonus
 + Dexterity Modifier Medium Armor (Max Bonus = 2) Stealth Disadv.
 + Power Modifier
 + Item Modifier
 + Misc/Mod Bonus

ATTACKS

OF ATTACKS PER ACTION

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Special					

BURST FIRE

Burst DC Burst Save Bonus

(DC = 8 + Proficiency Score + Dex bonus)

ABILITY SAVE DC

8 + + Prof Bonus 8 + + Prof Bonus

SAVING THROW ADVANTAGES/DISADVANTAGES:

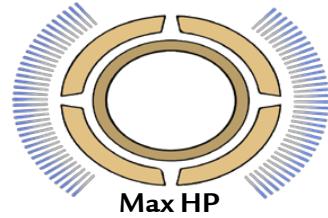
SPECIAL FEATURES

Feature	Max Use	Recovery	Used

SKILLS

Bonus	Skill Name	Proficient
<input type="text"/>	Acrobatics (Dex)	<input type="radio"/>
<input type="text"/>	Astrophysics (Int)	<input type="radio"/>
<input type="text"/>	Athletics (Str)	<input type="radio"/>
<input type="text"/>	Computers (Int)	<input type="radio"/>
<input type="text"/>	Deception (Cha)	<input type="radio"/>
<input type="text"/>	Insight (Wis)	<input type="radio"/>
<input type="text"/>	Intimidation (Cha)	<input type="radio"/>
<input type="text"/>	Investigation (Int)	<input type="radio"/>
<input type="text"/>	Lore (Int)	<input type="radio"/>
<input type="text"/>	Mechanics (Wis)	<input type="radio"/>
<input type="text"/>	Medicine (Wis)	<input type="radio"/>
<input type="text"/>	Perception (Wis)	<input type="radio"/>
<input type="text"/>	Performance (Cha)	<input type="radio"/>
<input type="text"/>	Persuasion (Cha)	<input type="radio"/>
<input type="text"/>	Sleight of Hand (Dex)	<input type="radio"/>
<input type="text"/>	Stealth (Dex)	<input type="radio"/>
<input type="text"/>	Survival (Wis)	<input type="radio"/>
<input type="text"/>	Xenobiology (Int)	<input type="radio"/>

HIT POINTS



Temporary HP Wounds

RESISTANCES (HALF DAMAGE)

<input type="text"/>
<input type="text"/>
<input type="text"/>

Level	Die Type	Con	# Used
<input type="text"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>

1/2 max HD after Long Rest



ACTIONS

Base Actions

Bonus Actions

Reactions

Character Name: _____

ESPER ATTACK MODIFIER (CHANNELING OR FORGING) ESPER POWER SAVE DC

Esper Ability: _____

= Proficiency Bonus + your Channeling/Forging ability bonus

TALENT POINTS

	Remaining
Max TP	

TECH SLOTS

TECHNIQUES PREPARED: _____

TALENTS AND TECHNIQUES