SW5e

Character Name

Class(es) & Level _____ Alignment _____

Species _____ Background _____

Experience Points _____ XP Next Level _____ Player's Name _____

STRENGTH
- ○ ____ **Saving Throw**
- ○ ◇ ____ Athletics

DEXTERITY
- ○ ____ **Saving Throw**
- ○ ◇ ____ Acrobatics
- ○ ◇ ____ Sleight of Hand
- ○ ◇ ____ Stealth *

CONSTITUTION
- ○ ____ **Saving Throw**

INTELLIGENCE
- ○ ____ **Saving Throw**
- ○ ◇ ____ Investigation
- ○ ◇ ____ Lore
- ○ ◇ ____ Nature
- ○ ◇ ____ Piloting
- ○ ◇ ____ Technology

WISDOM
- ○ ____ **Saving Throw**
- ○ ◇ ____ Animal Handling
- ○ ◇ ____ Insight
- ○ ◇ ____ Medicine
- ○ ◇ ____ Perception
- ○ ◇ ____ Survival

CHARISMA
- ○ ____ **Saving Throw**
- ○ ◇ ____ Deception
- ○ ◇ ____ Intimidation
- ○ ◇ ____ Performance
- ○ ◇ ____ Persuasion

● Proficient | ◆ Expertise | * Armor penalty

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

SPEED
base	hour	day

special movement

SENSES & MOVEMENT

PROFICIENCY BONUS

Medium Armor Master (feat): ○

ARMOR CLASS

Ench. Bonus	AC	Max DEX	Weight

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

INITIATIVE

HIT POINTS MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM _____

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HIT DICE SPENT

Successes ○ ○ ○   Failed ○ ○ ○

DEATH SAVES

Weapon	Attack	Damage/Type	Range	Weight

WEAPONS & AMMUNITIONS

○ Refresh after short/long rest | ● Refresh after long rest | ☐ Use

COMBAT FEATURES
Feats, abilities, and other features for quick reference in combat

PROFICIENCIES

LANGUAGES

FEATURES

Place of Birth

Age	Gender
Height	Weight
Size	Hair
Eyes	Skin

Appearance

Personality traits

Ideals

Bonds

Flaws

Background Feature

CHARACTER DATA

Place of Birth

BACKSTORY

Item	D	B	P

Total Weight

Total Weight on Character

D – Donned

B – Backpack (max 30 lb.)

P – Belt Pouch (max 6 lb. per belt pouch)

EQUIPMENT

Weight: 50 pieces=1 lb.

CREDITS

GEMS AND TREASURE

Where	How much	When

Loaned, deposited or received values or goods

VALUABLES

STORAGE

Each size category above Medium x2, Tiny creatures ½

ENCUMBERED	HEAVILY ENCUMB.	MAX CARRYING	PUSH, DRAG LIFT
Strength x5 lb.	Strength x10 lb.	Strength x15 lb.	Strength x30 lb.

Speed –10 ft.   Spd. –20ft. | Disadvantage on Str, Dex, Con ability checks, ST, attacks

CARRYING CAPACITY

| TECH POINTS | | TECH ATTACK MODIFIER: _____ | TECH SAVE DC: _____ | FORCE POINTS |
| | POINTS USED | FORCE ATTACK MODIFIER: _____ | FORCE SAVE DC: _____ | POINTS USED |

TECH ATTACK MODIFIER: _____   TECH SAVE DC: _____

FORCE ATTACK MODIFIER: _____   FORCE SAVE DC: _____

LIGHT SIDE: _____   LIGHT SIDE: _____

DARK SIDE: _____   DARK SIDE: _____

UNIVERSAL: _____   UNIVERSAL: _____

TECH POINTS

POINTS USED

FORCE POINTS

POINTS USED

AT-WILL

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1st LEVEL

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2nd LEVEL

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3rd LEVEL

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4th LEVEL

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8th LEVEL

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9th LEVEL