



Character Name

Proficiency Bonus

Saving Throws

Strength

Athletics

Encumbrance (Str - Weight)

Dexterity

Acrobatics

Sleight of Hand

Stealth

Constitution

Intelligence

Engineering

Hacking

History

Investigation

Nature

Piloting

Wisdom

Insight

Perception

Medicine

Survival

Charisma

Deception

Performance

Intimidation

Persuasion

Passives

Perception

Insight

Race

Sex

Height

Weight

Alignment

Background

Class / Subclass

Level

XP

Current Shields

Max

Max

AC

Speed

Hit Dice

Type

Max

Used

Death Saves

Success

Fail

| Armor | | | | |
|-------|------|------|--------|---------|
| | Name | Type | Weight | Bonuses |
| Head | | | | |
| Body | | | | |
| Arms | | | | |
| Legs | | | | |

Class Features

Spell Slots

1

2

3

4

5

Barrier Ticks

Tech Points

Paragon

Renegade

Credits

| Weapons | | | | | | | H/C/STR: Heat, Charges, or Minimum STR Required |
|---------|------|--------|-------|-----------|-----------|---------|---|
| Name | Type | Weight | Range | Atk Bonus | RoF / Dmg | H/C/STR | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |