



Character Name

Proficiency Bonus

Saving Throws

Strength

Athletics

Encumbrance  
(Str - Weight)

Dexterity

Acrobatics

Sleight of Hand

Stealth

Constitution

Intelligence

Hacking

History

Investigation

Nature

Piloting

Wisdom

Insight

Medicine

Perception

Survival

Charisma

Deception

Intimidation

Performance

Persuasion

Passives

Perception

Insight

Race

Sex

Height

Weight

Alignment

Background

Class / Subclass

Level

XP

Current Shields

Max

Max

Current Health

AC

Speed

Hit Dice

Type

Max

Used

Death Saves

Success

Fail

Armor				
	Name	Type	Weight	Bonuses
Head				
Body				
Arms				
Legs				

Class Features

Spell Slots

Barrier

Tech

AD

Paragon

Renegade

Credits

Weapons **Heat:** Place a die type = heat. On use, roll down by RoF. When 0, weapon must reload.

Name	Type	Weight	Range	RoF / Dmg	Heat