

Spell Attack Mod



Spell Save DC

Character Name

Class / Subclass

Biotic Spells

Type: R (ranged attack), M (melee attack), SR (save for half), C (concentration), I (instant)

Lvl	Name	Adv Option	Type	Damage	Range	Duration

Tech Powers

Type: R (ranged attack), M (melee attack), SR (save for half), C (concentration), I (instant)

TP / Max	Name	Adv Option	Type	Damage	Range	Duration

Notes