

.class // subclass

.race

.background

.xp // level

.gender

.height // .weight

.skin

.eyes

.homeworld

.character name

.inspiration

.proficiency bonus

STRENGTH

- ☐ [] SAVING THROWS
☐ [] ATHLETICS

DEXTERITY

- ☐ [] SAVING THROWS
☐ [] ACROBATICS
☐ [] SLEIGHT OF HAND
☐ [] STEALTH
☐ [] VEHICLE HANDLING

CONSTITUTION

- ☐ [] SAVING THROWS

INTELLIGENCE

- ☐ [] SAVING THROWS
☐ [] ELECTRONICS
☐ [] ENGINEERING
☐ [] HISTORY
☐ [] INVESTIGATION
☐ [] SCIENCE

WISDOM

- ☐ [] SAVING THROWS
☐ [] INSIGHT
☐ [] MEDICINE
☐ [] PERCEPTION
☐ [] SURVIVAL

CHARISMA

- ☐ [] SAVING THROWS
☐ [] DECEPTION
☐ [] INSIGHT
☐ [] PERFORMANCE
☐ [] PERSUASION

.passive perception

.features

.paragon

.renegade

.alignment

PERSONALITY TRAITS

IDEALS

BONDS


FLAWS

.equipment

.credits

.other proficiencies

.notes



```
.weapons // attacks
```

Name	Type	Range	Heat	Weight	Notes	+Atk	Dmg





THERMAL CLIPS

HW CHARGES

.grenades // mines

Count	Name	Description

.armor

The diagram illustrates a game board layout. It features a large hexagon on the left with a '.ac' label. Below it are two small squares labeled 'HIT DIE' and 'MEDI-GEL'. To the right of these is a large rectangle containing 'max', 'regen', and 'SHIELDS' labels. Further right is another large rectangle with 'max' and 'HIT POINTS' labels. On the far right is a vertical column with 'DEATH', 'SAVES', 'FAILS', and 'BARRIER' labels, each accompanied by a circular icon or a rounded rectangle.

```
.spells // powers
```

max

used

1

2

3

4

5

.spell attack

.spell save dc

TOTAL

MAX / CAST

REMAINING

.spell slots

.tech points

[illegible]