



Character Name

Proficiency Bonus

Saving Throws

Strength

Athletics

Encumbrance
(Str - Weight)

Dexterity

Acrobatics

Stealth

Sleight of Hand

Vehicle Handling

Constitution

Intelligence

Electronics

Engineering

History

Investigation

Science

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

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 Ticks

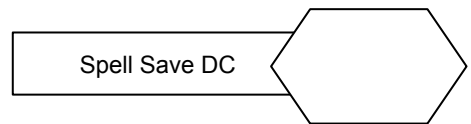
Tech Points

Paragon

Renegade

Credits

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



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Class / Subclass

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

[illegible]

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[illegible]

Type: R (ranged attack), M (melee attack), SR (save for half), Recharge: Short or Long Rest

[illegible]