

.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