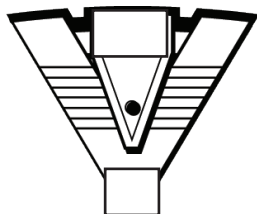
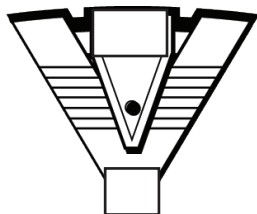


Character Name		Player Name		Campaign	
Race	Origin	Class	Level	HD	

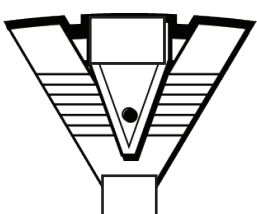
### Strength



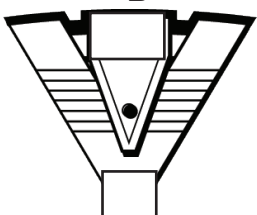
### Dexterity



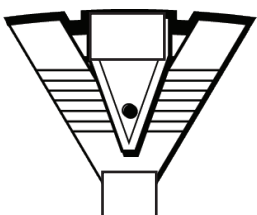
### Constitution



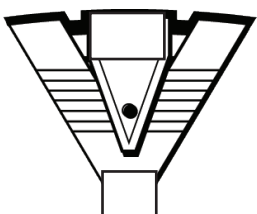
### Intelligence



### Wisdom



### Charisma



#### Skills

- ☐ \_\_ Acrobatics (dex)
- ☐ \_\_ Animal Handling (wis)
- ☐ \_\_ Athletics (str)
- ☐ \_\_ Culture (wis)
- ☐ \_\_ Deception (cha)
- ☐ \_\_ Engineering (int)
- ☐ \_\_ Insight (wis)
- ☐ \_\_ Intimidation (cha)
- ☐ \_\_ Investigation (int)
- ☐ \_\_ Medicine (wis)
- ☐ \_\_ Nature (int)
- ☐ \_\_ Perception (wis)
- ☐ \_\_ Performance (cha)
- ☐ \_\_ Persuasion (cha)
- ☐ \_\_ Pilot (dex)
- ☐ \_\_ Science (int)
- ☐ \_\_ Slight of Hand (dex)
- ☐ \_\_ Stealth (dex)
- ☐ \_\_ Survival (wis)

#### Hit Pts

#### Determin.

#### Prof.

#### Init.

#### Moxie

#### Armor Class

#### Speed

#### Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

#### Saves

- ☐ \_\_ Strength
- ☐ \_\_ Dexterity
- ☐ \_\_ Constitution
- ☐ \_\_ Intelligence
- ☐ \_\_ Wisdom
- ☐ \_\_ Charisma



#### Armor / Bulk

#### Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special



RACIAL ABILITIES

ORIGIN / BACKGROUND

CLASS ABILITIES

ADDITIONAL EQUIPMENT

PROFICIENCIES

NOTES