

Character Nan	ne						Player Nam
Strength	Dexterit	y Constit	ution Wisdom	Intelligence	e Charisma		
SCORE MODIFIER O Acrobati	cs (Dex) Handling (Wis) Int) s (Str) on (Cha) (Int)	SCOR	is) O Persuasi on (Cha) O Religion on (Int) O Sleight o Int) O Stealth t) O Survival (Wis) O Technolo	ion (Cha) (Wis) of Hand (Dex) (Dex) I (Wis) ogy (Int)	MODIFIER Saves O	Class Subclass Level Exp _ Background Foundation	Recovered on
CURRENT	CURRENT	CURRENT	railules 000			/	
			Name:				
Armor Class	Initiative	Speed	Attack Modifier:	Damage:			
			Properties:				
			Range/Scope:		Shot Capa	acity:	
E	quipped Iter	ns	Slot 1		Slot 2		Slot 3
			Name:				
				D			
			Attack Modifier:	Damage:			
			Properties:				
			Range/Scope:	T	Shot Capa	acity:	
			Slot 1		Slot 2		Slot 3
Glimmer:	Proficencies						
	rioncencies						
			Name:				
			Attack Modifier:	Damage:			
			Properties:				
			Range/Scope:		Shot Capa	acity:	
			Slot 1		Slot 2		Slot 3
				1			



haracter Name			20	C	Core Light Abilities
Lig	ht Ability	Light Save DC	Light Attack Modifier	Light Le	vel
Sunero	class Ability	Mel	ee Ability	Sur	er Ability
Name:	Charge(s):/	Name:	Charge(s):/	Name:	Charge(s):/
Recharge die:	Recharge value:	Recharge die:	Recharge value:	Recharge die:	Recharge value:
_		_		_	
	ade Ability		ade Ability		ade Ability
Name: Recharge die:	Charge(s):/ Recharge value:	Name: Recharge die:	Charge(s):/ Recharge value:	Name: Recharge die:	Charge(s):/ Recharge value:
	Attuned: O] [Attuned: 🔾		Attuned: 🔾



Character Name

Character Name						
Portrait		Appearance			Bio	
	Notes				Notes	
		Fea	tures			
Languages:	1			1		
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Strength	Dexterity	Constitu	ıtion	Wisdom	Intelliger	nce	Charisma			
SCORE	SCORE	SCORE		SCORE	SCORE		SCORE	Guardian		
		Skills				_	Saves		Bio	
O Acrobation O Animal H O Arcana (landling (Wis)	O Insight (Windows) O Intimidation O Investigation	n (Cha)	O Persuasi O Religion O Sleight (` ′		O Dexterity O Intelligence			
O Athletics O Deceptio O History (n (Cha)	O Medicine (I O Nature (Int O Perception)	O Stealth O Survival O Technolo	(Wis)		Death Saves Successes OOO Failures			-
		O Performanc	e (Cha)				Exhaustion			
Health				Proficencie	es		000000			
MAX	Profice Bonu	cency					Restoration			
CURRENT	Insp	iration		Equipped Ite	ems		Uses			
rmor Class	Initiative	Speed					MAX			
							Hit Dice			
Ur	LI narmed Strik	e					CURRENT			
								I		

Glimmer Stored:

	Inventory			
Item		Quantity	Weight	Memory

Attack Modifier:

Damage:

	l				
	 Inve	ntory			
Item			Quantity	Weight	Memory
			Total M	lemory:	/