



Character Name

Player Name

Race \_\_\_\_\_  
 Superclass \_\_\_\_\_  
 Class \_\_\_\_\_  
 Archetype \_\_\_\_\_  
 \_\_\_\_\_  
 Level \_\_\_\_ Exp \_\_\_\_\_  
 Background \_\_\_\_\_  
 Foundation(s) \_\_\_\_\_  
 \_\_\_\_\_

Strength

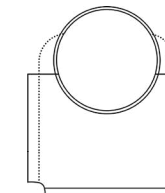
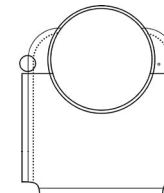
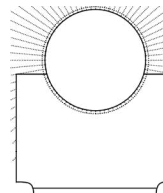
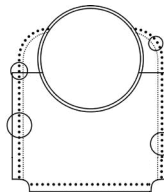
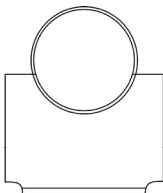
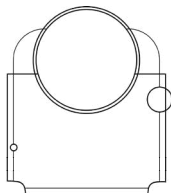
Dexterity

Constitution

Intelligence

Wisdom

Charisma



Skills

<input type="checkbox"/> Acrobatics (Dex)	<input type="checkbox"/> Insight (Wis)	<input type="checkbox"/> Persuasion (Cha)
<input type="checkbox"/> Animal Handling (Wis)	<input type="checkbox"/> Intimidation (Cha)	<input type="checkbox"/> Religion (Wis)
<input type="checkbox"/> Arcana (Int)	<input type="checkbox"/> Investigation (Int)	<input type="checkbox"/> Sleight of Hand (Dex)
<input type="checkbox"/> Athletics (Str)	<input type="checkbox"/> Medicine (Int)	<input type="checkbox"/> Stealth (Dex)
<input type="checkbox"/> Deception (Cha)	<input type="checkbox"/> Nature (Int)	<input type="checkbox"/> Survival (Wis)
<input type="checkbox"/> History (Int)	<input type="checkbox"/> Perception (Wis)	<input type="checkbox"/> Technology (Int)
	<input type="checkbox"/> Performance (Cha)	

Saves

<input type="checkbox"/> Strength
<input type="checkbox"/> Dexterity
<input type="checkbox"/> Constitution
<input type="checkbox"/> Intelligence
<input type="checkbox"/> Wisdom
<input type="checkbox"/> Charisma

Health Shields Overshields

Shield Recharge Roll

Exhaustion

RTL Saves

Successes ○○○  
Failures ○○○

Armor Class Initiative Speed

Resources

Name	Uses	Recovered on
	/	
	/	
	/	
	/	

Equipped Items

Proficiencies



Features & Traits

Languages

Miscellaneous



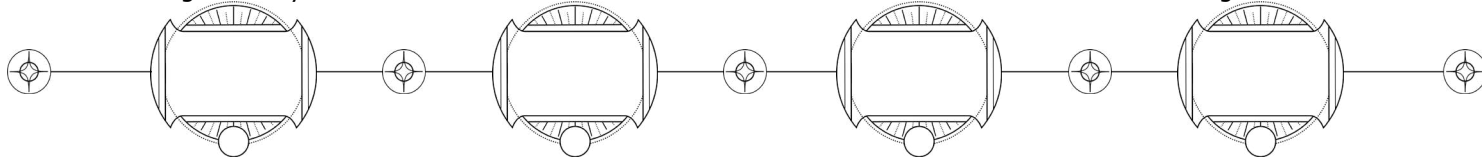
Character Name

Light Ability

Light Save DC

Light Attack Modifier

Light Level



Superclass Ability

Melee Ability

Super Ability

Name: Charge(s): \_\_\_ / \_\_\_

Recharge die: Recharge value:

Description:

Name: Charge(s): \_\_\_ / \_\_\_

Recharge die: Recharge value:

Description:

Name: Charge(s): \_\_\_ / \_\_\_

Recharge die: Recharge value:

Description:

Grenade Ability

Grenade Ability

Grenade Ability

Name: Charge(s): \_\_\_ / \_\_\_

Recharge die: Recharge value:

Description:

Name: Charge(s): \_\_\_ / \_\_\_

Recharge die: Recharge value:

Description:

Name: Charge(s): \_\_\_ / \_\_\_

Recharge die: Recharge value:

Description:

Attuned:

Attuned:

Attuned:



Character Name \_\_\_\_\_

Name:		
Attack Modifier:		Damage:
Properties:		
Range/Scope:		Shot Capacity:
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:		Damage:
Properties:		
Range/Scope:		Shot Capacity:
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:		Damage:
Properties:		
Range/Scope:		Shot Capacity:
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:		Damage:
Properties:		
Range/Scope:		Shot Capacity:
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:		Damage:
Properties:		
Range/Scope:		Shot Capacity:
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:		Damage:
Properties:		
Range/Scope:		Shot Capacity:
Slot 1	Slot 2	Slot 3

••• — Miscellaneous — •••

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# Character Details

Character Name

Portrait

Appearance

Bio

Notes

Notes

Features



Ghost Name \_\_\_\_\_

Character Name \_\_\_\_\_

Strength

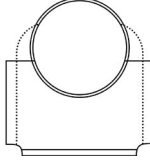
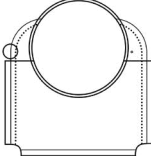
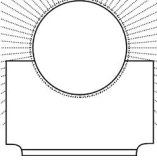
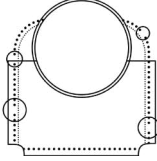
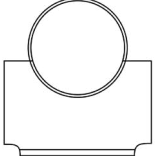
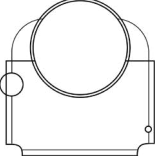
Dexterity

Constitution

Intelligence

Wisdom

Charisma



Guardian \_\_\_\_\_

Level \_\_\_ Exp \_\_\_\_\_

### Skills

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Int)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Wis)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)
- Technology (Int)

### Saves

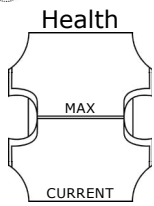
- Dexterity
- Intelligence

### Death Saves

Successes ○○○  
Failures ○○○

### Bio

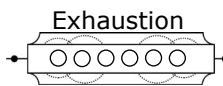
### Health



Proficiency Bonus

Inspiration

### Exhaustion



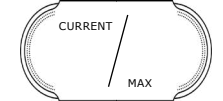
### Restoration Uses



Armor Class Initiative Speed



### Hit Dice



### Unarmed Strike

Attack Modifier: | Damage:

Glimmer Stored:

### Inventory

Item	Quantity	Weight	Memory

### Inventory

Item	Quantity	Weight	Memory

Total Memory: \_\_\_\_ / \_\_\_\_



# Extra Equipment

Character Name

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

Name:		
Attack Modifier:	Damage:	
Properties:		
Range/Scope:	Shot Capacity:	
Slot 1	Slot 2	Slot 3

