RACE/SUBRACE   BACKGROUND

CLASS

CHARACTER NAME

ALIGNMENT   EXPERIENCE POINTS

SUBCLASS

LEVEL

CHARACTER NAME

STRENGTH   DEXTERITY   CONSTITUTION   INTELLIGENCE   WISDOM   CHARISMA

$\diamond$ Inspiration

INITIATIVE

PROFICIENCY
BONUS

ARMOR
CLASS

SPEED

SIZE

○ CLIMB
○ SWIM
○ FLY

SKILLS

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

SAVING THROWS
- $\diamond$ ___ Strength
- $\diamond$ ___ Dexterity
- $\diamond$ ___ Constitution
- $\diamond$ ___ Intelligence
- $\diamond$ ___ Wisdom
- $\diamond$ ___ Charisma

PROFICIENCIES
- $\diamond$ Light Armor
- ⬡ Medium Armor
- ⬟ Heavy Armor
- ◎ Shields
- $\diamond$ Simple Weapons
- ✡ Martial Weapons
- ▽ Simple Blasters
- ✬ Martial Blasters

Passive (Wisdom)
Perception

HIT POINTS

TEMP HP

HIT DICE

MAX HIT POINTS

SUCCESS ○○○   ☠   ○○○ FAILURE

MELEE ATTACK
BONUS   ATTACKS   RANGED ATTACK
BONUS

ATTACK	ATTACK BONUS	DAMAGE / NOTES

CLASS FEATURES

TOOLS, LANGUAGES, AND SENSES

PP	GP	SP	CP

INVENTORY

ABILITY USES   TOTAL

RACIAL TRAITS

CLASS FEATURES

FEATS

BACKGROUND NOTES

MAGIC ITEMS

CAMPAIGN NOTES

MODEL

SHIP NAME

SIZE CLASSIFICATION

ARMOR CLASS

HIT POINTS

ARMOR CLASS

CAPTAIN

DOGFIGHTER

ENGINEER

GUNNER 1

GUNNER 2

PILOT

Dark Matter Engine Class

MANEUVERABILITY

SPEED

SHIP TRAITS AND UPGRADES

SYSTEMS

- ○ Arcane Cannon
- ○ Cloaking
- ○ Communications
- ○ Fabricator
- ○ Hypercapacitor
- ○ Life Pods
- ○ Life Support
- ○ Probe
- ○ Sensors
- ○ Shield Generator
- ○ Shuttle
- ○ Sickbay
- ○ Simulation
- ○ Teleporters
- ○ Tractor Beam
- ○ Umbilicus

CARGO

WEAPONS

WEAPON	ATTACK BONUS	MEGA DAMAGE	FACING/RANGE

SPELLCASTING ABILITY   SAVE DC   SPELL ATTACK BONUS

0 Cantrips

1 SPELL SLOTS   CONC.
PREP.

2 SPELL SLOTS   CONC.
PREP.

3 SPELL SLOTS   CONC.
PREP.

4 SPELL SLOTS   CONC.
PREP.

5 SPELL SLOTS   CONC.
PREP.

6 SPELL SLOTS   CONC.
PREP.

7 SPELL SLOTS   CONC.
PREP.

8 SPELL SLOTS   CONC.
PREP.

9 SPELL SLOTS   CONC.
PREP.