

CHARACTER NAME _____ RACE/SUBRACE _____ BACKGROUND _____ CLASS _____
 ALIGNMENT _____ EXPERIENCE POINTS _____ SUBCLASS _____ LEVEL _____

PROFICIENCY BONUS STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA

INSPIRATION INITIATIVE _____
 SPEED _____
 CLIMB SWIM FLY
 SIZE _____

- SKILLS**
- 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**
- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma

- PROFICIENCIES**
- Light Armor
 - Medium Armor
 - Heavy Armor
 - Shields
 - Simple Weapons
 - Martial Weapons
 - Simple Blasters
 - Martial Blasters

Passive (Wisdom) Perception

HIT POINTS _____ TEMP HP _____
 MAX HIT POINTS _____ HIT DICE _____
 SUCCESS FAILURE

CLASS FEATURES

TOOLS, LANGUAGES, AND SENSES

PP _____ GP _____ SP _____ CP _____

INVENTORY

MELEE ATTACK BONUS	ATTACKS	RANGED ATTACK BONUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	ATTACK BONUS	DAMAGE / NOTES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ABILITY USES _____ TOTAL _____

RACIAL TRAITS

CLASS FEATURES

FEATS

BACKGROUND NOTES

MAGIC ITEMS

CAMPAIGN NOTES

SHIP NAME _____ MODEL _____
 _____ 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

CARGO

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

WEAPONS

WEAPON	ATTACK BONUS	MEGA DAMAGE	FACING/RANGE
_____	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	_____	_____

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_____	<input type="checkbox"/>	_____	_____

