



CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS



INSPIRATION



PROFICIENCY BONUS

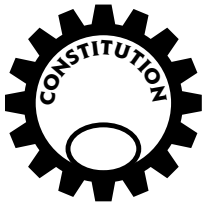


- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

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

SKILLS



PASSIVE WISDOM (INSIGHT)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS	INITIATIVE	SPEED
--------------------	-------------------	--------------

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

Successes ○○○

Failures ○○○

DEATH SAVES

NAME	TOTAL CHARGES	LIFESPAN	REMAINING LIFESPAN

CHARGES USED

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

MECHANIKA

Name	ATK Bonus	Damage/Type

ATTACKS & SPELLCASTING

CP	
SP	
EP	
GP	
PP	

EQUIPMENT

FEATURES & TRAITS

FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & RELATIONSHIPS	Adventuring Company Name: _____	ADVENTURING COMPANY BACKSTORY
	SYMBOL	
ADVENTURING COMPANY FEATURES		

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL TRAITS/ FEATURES	FEATURE WITH SAVE	
	$8 + \begin{matrix} \square \\ \text{PROF.} \end{matrix} + \begin{matrix} \square \\ \text{MOD.} \end{matrix}$	DC
	FEATURE SAVE DC	DC
	FEATURE USES	FEATURE USES

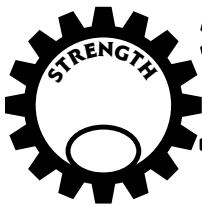
CHARACTER BACKSTORY

TREASURE



STEAMJACK NAME

CHASSIS	CORTEX	PLAYER NAME
FUEL LOAD	BURN TIME	

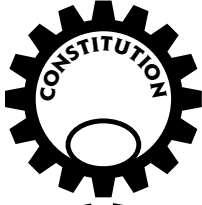


PROFICIENCY BONUS

MAX FOCUS



DRIVE DC



Strength
Constitution

SAVING THROWS



Acrobatics (Dex)
 Athletics (Str)
 Intimidation (Cha)
 Perception (Wis)

SKILLS



Successes ○○○
 Failures ○○○
 DEATH SAVES



EXHAUSTION ○○○○○



PASSIVE WISDOM (PERCEPTION)

Water Vulnerability - If the GM determines that the firebox is exposed to a sufficient amount of water, the boiler is extinguished and the steamjack becomes inert.

Fuel Reliance - If the steamjack runs out of fuel, it suffers 1 level of exhaustion every minute. At 5 levels, it becomes inert.

BOILER RULES

ARMOR CLASS	INITIATIVE	SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		

CATASTROPHIC DAMAGE

ATTACKS

CARGO & EQUIPMENT

Crush! The steamjack gains one additional attack and a +2 bonus to melee weapon damage rolls if it takes the Attack action during its next turn.

Drive It Back! If the steamjack hits a large or smaller creature with a melee weapon attack during its next turn, it can attempt a contested Strength check to push the target 5 feet away and knock it prone.

Get Up! The steamjack is no longer blinded or deafened. On the steamjack's next turn, it can spend 5 feet of movement to stand up if it is prone.

Hurry! The steamjack can take a bonus action during its next turn to take the Dash or Disengage action.

Strike True! The steamjack has advantage on attack rolls it makes during its next turn.

DRIVES

Bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE RESISTANCES

Poison, psychic

DAMAGE IMMUNITIES

Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

CONDITION IMMUNITIES

FEATURES

IMPRINTS