



A ABILITY MODS		ABILITY SCORES	
STR		STRENGTH	
DEX		DEXTERITY	
CON		CONSTITUTION	
INT		INTELLIGENCE	
WIS		WISDOM	
CHA		CHARISMA	

E RACIAL TRAITS (pages 20-23)

F CLASS FEATURES (pages 26-45)

H FEATS (pages 52-55)

I SKILLS (pages 46-51)					
SKILL	TOTAL	ABILITY MOD	CLASS	LEVEL	MISC
ATHLETICS		STR	+	+	+
CULTURE		INT	+	+	+
INTERACTION		CHA	+	+	+
MEDICINE		INT	+	+	+
MYSTICISM		WIS	+	+	+
PERCEPTION		WIS	+	+	+
SCIENCE		INT	+	+	+
STEALTH		DEX	+	+	+
SURVIVAL		WIS	+	+	+
TECHNOLOGY		INT	+	+	+
Theme Knowledge					

B CHARACTER INFORMATION			
NAME			PRONOUNS
RACE	THEME	CLASS	LEVEL
ALIGNMENT		CURRENT XP	NEXT LEVEL

C INITIATIVE			SPEED
TOTAL	DEX	+ MISC	FEET

D DEFENSE				
HIT POINTS		RESOLVE POINTS		
TOTAL	CURRENT	TOTAL	CURRENT	
ARMOR CLASS (AC)	TOTAL	10	+ DEX	+ ARMOR + MISC
ARMOR		ARMOR PROFICIENCIES <input type="checkbox"/> Light <input type="checkbox"/> Heavy		
ARMOR UPGRADES				
SAVING THROWS		TOTAL	ABILITY MOD	CLASS
FORTITUDE SAVE			CON	+
REFLEX SAVE			DEX	+
WILL SAVE			WIS	+

G ATTACKS (pages 78-79)				
MELEE ATTACK	TOTAL	STR	+	CLASS
RANGED ATTACK	TOTAL	DEX	+	CLASS
WEAPON		WEAPON FUSION		
TOTAL ATTACK	DAMAGE*	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
WEAPON		WEAPON FUSION		
TOTAL ATTACK	DAMAGE*	RANGE	SPECIAL PROPERTY	CRITICAL HIT EFFECT
GRENADE (page 64)		GRENADE		
TOTAL ATTACK	DAMAGE	RANGE	SPECIAL EFFECT	REFLEX SAVE DC
VS AC 10				

* Add your STR to melee weapon damage.

WEAPON PROFICIENCIES (page 57)

- Basic Melee Small Arms Grenades
 Advanced Melee Longarms (-4 to attack if not proficient)

JK EQUIPMENT AND SPELLS ARE ON THE REVERSE



J EQUIPMENT (pages 56-69)		CREDITS

K SPELLS (page 82)			
0 LEVEL	RANGE	DAMAGE or DURATION	DC
1ST LEVEL	SPELL SLOTS	TOTAL	USED
	RANGE	DAMAGE or DURATION	DC
2ND LEVEL	SPELL SLOTS	TOTAL	USED
	RANGE	DAMAGE or DURATION	DC



CHARACTER PORTRAIT

DESCRIPTION

ADVENTURE LOG

DATE	DESCRIPTION	XP

NOTES