



Name: _____ Player: _____
 Class: _____
 Species: _____ Background: _____
 Gender: _____ Size: _____ Height: _____ Weight: _____
 Age: _____ Hair: _____ Eyes: _____ Alignment: _____

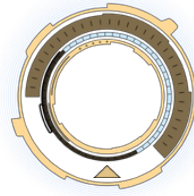
Experience Points: _____ Next Level: _____
 Campaign: _____
 Crucible Corps Serial Number: _____

ABILITIES

Score	Modifier	Saving Throw
<input type="text"/>	<input type="text"/>	<input type="text"/>
STR STRENGTH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>

BURST FIRE

Burst DC Burst Save Bonus
 (DC = 8 + Proficiency Score + Dex bonus)



PROFICIENCY BONUS

ABILITY SAVE DC

8+ + Prof Bonus 8+ + Prof Bonus

INSPIRATION

Saving Throw Advantages/Disadvantages:

SPECIAL FEATURES

Feature	Max Use	Recovery	Used

SENSES

PASSIVE PERCEPTION = 10 + Perception Skill

SKILLS

Bonus	Skill Name	Proficient
<input type="checkbox"/>	Acrobatics (Dex)	<input type="checkbox"/>
<input type="checkbox"/>	Astrophysics (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Athletics (Str)	<input type="checkbox"/>
<input type="checkbox"/>	Computers (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Deception (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Insight (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Intimidation (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Investigation (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Lore (Int)	<input type="checkbox"/>
<input type="checkbox"/>	Mechanics (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Medicine (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Perception (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Performance (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Persuasion (Cha)	<input type="checkbox"/>
<input type="checkbox"/>	Sleight of Hand (Dex)	<input type="checkbox"/>
<input type="checkbox"/>	Stealth (Dex)	<input type="checkbox"/>
<input type="checkbox"/>	Survival (Wis)	<input type="checkbox"/>
<input type="checkbox"/>	Xenobiology (Int)	<input type="checkbox"/>

COMBAT

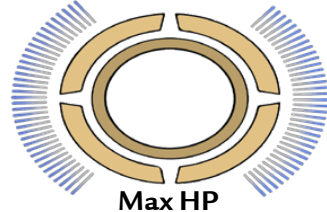
INITIATIVE Dex + Misc | BASE SPEED ENCUMBERED

ARMOR CLASS



Armor Bonus
 + Shield Bonus
 + Dexterity Modifier Medium Armor (Max Bonus = 2) Stealth Disadv.
 + Power Modifier Heavy Armor (No Dex Bonus)
 + Item Modifier
 + Misc/Mod Bonus

HIT POINTS



Wounds
 Temporary HP

RESISTANCES (HALF DAMAGE)

HIT DICE

Level	Die Type	Con	# Used
<input type="checkbox"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="checkbox"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="checkbox"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>

1/2 max HD after Long Rest



ATTACKS

OF ATTACKS PER ACTION

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Special					
Special					
Special					
Special					
Special					

ACTIONS

(1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN)

Base Actions	Bonus Actions
	Reactions

CHARACTER TRAITS

SPECIES FEATURES

CLASS FEATURES

PROFICIENCIES

ARMOR: LIGHT MEDIUM HEAVY SHIELDS
 WEAPON SIMPLE MARTIAL OTHER:

LANGUAGES	TOOLS
<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>

EQUIPMENT

ADVENTURING GEAR

NAME	#	WT.

ASSIGNED VEHICLES	ROLE / POSITION

BACKGROUND

PERSONALITY TRAIT _____

 IDEAL _____

 BOND _____

 FLAW _____

BACKGROUND FEATURE

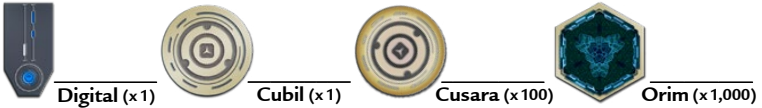
FEATS

FEAT: _____

 FEAT: _____

 FEAT: _____

 FEAT: _____



TOTAL CUBIL (CU) LIFESTYLE: _____ DAILY EXPENSES: _____

NAME	#	WT.

OTHER VALUBLES

TOTAL WT.
 ENCUMBERED
 HEAVILY ENC.
 PUSH/LIFT


=Str x 5 =Str x 10 =(Str x 15) -30
 -10 Spd. -20 Spd. Spd.= 5 ft.


Character Name: _____

ESPER ATTACK MODIFIER
(CHANNELING OR FORGING)

ESPER POWER SAVE DC

Esper Ability: _____

 = Proficiency Bonus + your Channeling/Forging ability bonus

 = 8 + Proficiency Bonus + your Channeling/Forging ability bonus

TALENT POINTS

	Remaining
Max TP	

TECH SLOTS

TECHNIQUES PREPARED:

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Max									
Used									

TALENTS AND TECHNIQUES

PRIME

RANK 3

TP: 5

RANK 6

TP: 9

RANK 1

TP: 2

RANK 7

TP: 10

RANK 4

TP: 6

RANK 8

TP: 11

RANK 2

TP: 3

RANK 5

TP: 7

RANK 9

TP: 13