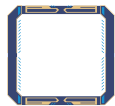


CHARACTER NAME _____

SPECIES _____ BACKGROUND _____

PROFESSION _____ PATH _____

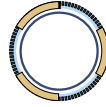


LEVEL

XP

ABILITIES

Modifier		Save	Modifier		Save
	STR Strength			INT Intelligence	
	DEX Dexterity			WIS Wisdom	
	CON Constitution			CHA Charisma	



SAVE
BONUS



PASSIVE
PERCEPTION

FATE POINTS

d	Type	Max	Remaining

SKILLS

Skill Name	+ Skill Ranks	Modifier
Acrobatics (Dex)	000000	
Astrophysics (Int)	000000	
Athletics (Str)	000000	
Computers (Int)	000000	
Deception (Cha)	000000	
Insight (Wis)	000000	
Intimidation (Cha)	000000	
Investigation (Int)	000000	
Lore (Int)	000000	
Mechanics (Wis)	000000	
Medicine (Wis)	000000	
Perception (Wis)	000000	
Performance (Cha)	000000	
Persuasion (Cha)	000000	
Sleight of Hand (Dex)	000000	
Stealth (Dex)	000000	
Survival (Wis)	000000	
Xenobiology (Int)	000000	

ORIGIN FEATURES	PROFESSION FEATURES



Agility

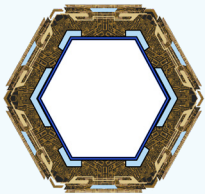
(DEX + Misc Bonus)



Speed

(Base Speed + Misc Bonus)

DEFENSE



	Armor Bonus	
	Shield Bonus	
	DEX Modifier	
	Technique Modifier	
	Item/Misc Modifier	

☐ Medium Armor (Max Bonus = 2) ☐ Stealth Disadv.
☐ Heavy Armor (No DEX Bonus)

ATTACKS

OF ATTACKS PER ACTION _____

Weapon / Technique	Grade	Range	Atk. Pwr	Damage	Dmg. Type
Notes					
Notes					
Notes					
Notes					
Notes					

HIT POINTS

	Remaining HP		Death Save (DC 10)
Max HP		Temp HP	Survive Perish

TECHNIQUE POINTS

	Remaining TP		Tech Attack (Ability + Tech Bonus)
Max TP			Tech Save DC (8 + Ability + Save Bonus)

HIT DICE

Level	Die Type	CON	# Used

1/2 max HD after Long Rest

RESISTANCES

PROFICIENCIES

ARMOR: ☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS:

TOOLS/VEHICLES:

TECHNIQUES

TECH ABILITY

ABILITY MODIFIER

TP Costs

Rank	Cost	Rank	Cost
0	0	5	14
1	4	6	18
2	6	7	20
3	10	8	22
4	12	9	26

ADVANCED TECHNIQUES

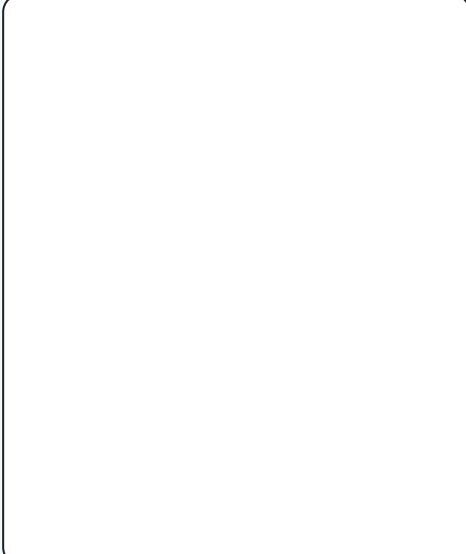
RANK	6	7	8	9
KNOWN	☐	☐	☐	☐
USED	☐	☐	☐	☐

Once each per Long Rest

[illegible]

APPEARANCE

HISTORY AND GOALS



STORY BONDS

LANGUAGES

EQUIPMENT

[illegible]**MONEY**

Meseta

Lifestyle and Expenses

VEHICLES

Assigned Vehicles	Role /Position