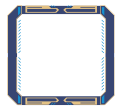


CHARACTER NAME _____

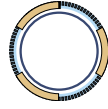
SPECIES _____ BACKGROUND _____

PROFESSION _____ PATH _____



LEVEL

XP



SAVE
BONUS



PASSIVE
PERCEPTION

FATE POINTS

d

Type

Max

Remaining

ABILITIES

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

ORIGIN FEATURES

PROFESSION FEATURES

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	



Agility

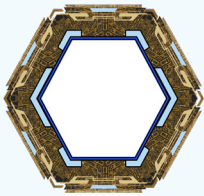
(DEX + Misc Bonus)



Speed

(Base Speed + Misc Bonus)

DEFENSE



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

☐ Medium Armor (Max Bonus = 2) ☐ Stealth Disadv.

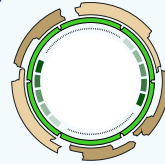
☐ Heavy Armor (No DEX Bonus)

ATTACKS

OF ATTACKS PER ACTION _____

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

HIT POINTS



Max HP

Remaining HP

Temp HP

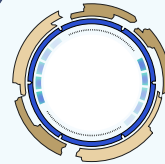
Death Save (DC 10)



Survive

Perish

TECHNIQUE POINTS



Max TP

Remaining TP

Tech Attack
(Ability + Tech Bonus)



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

ADVANCED TECHNIQUES

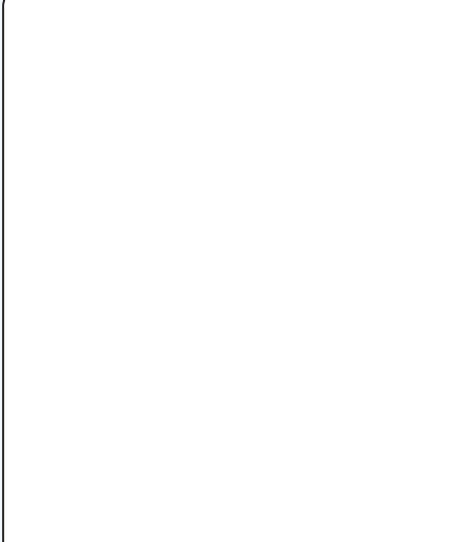
Rank	Cost	Rank	Cost
0	0	5	14
1	4	6	18
2	6	7	20
3	10	8	22
4	12	9	26

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

Once each per Long Rest

APPEARANCE

HISTORY AND GOALS



STORY BONDS

LANGUAGES

EQUIPMENT

Name	Grade	#	Wt.
------	-------	---	-----

Name	Grade	#	Wt.
------	-------	---	-----

[illegible][illegible]**MONEY**

Meseta

Lifestyle and Expenses

VEHICLES

Assigned Vehicles	Role /Position

STARSHIP STATISTICS

SHIP NAME

OWNER

SIZE CATEGORY

CREW CAPACITY

ACTION STATIONS

CREW ASSIGNMENTS

CREWMEMBER

ROLE

CREWMEMBER

ROLE

CREWMEMBER

ROLE

CREWMEMBER

ROLE

CREWMEMBER

ROLE

SHIP DESCRIPTION

PILOT

DexterityWisdom

MODIFIERS

CO-PILOT

DexterityWisdom

MODIFIERS

TECHNICIAN 1

IntelligenceWisdom

MODIFIERS

TECHNICIAN 2

IntelligenceWisdom

MODIFIERS

PILOT

MANEUVER CHECK

= Pilot's DEX modifier
+ Pilot's Save Bonus

MANEUVER SAVE DC

= 8 + Pilot's DEX modifier
+ Pilot's Save Bonus

SENSOR RANGE

INITIATIVE BONUS

= Pilot's Agility

INTERCEPT SPEED

SPECIAL FEATURES

DEFENSE

Base Defense

+

Maneuver Bonus

+

Pilot's DEX Modifier

+

Misc Bonus

MANEUVER DEFENSE

8

+

Save Bonus

+

Pilot's WIS Modifier

+

Misc Bonus

HULL POINTS

Max HLP = Base Hull Points +
(Defense Mod x Technician's INT Mod)

Remaining HLP

DEFENSE SYSTEMS

RESISTANCES (HALF DAMAGE)

PATCH REPAIR

Die Type

Int Mod

Used

+

(Max of two HD per repair)

STRUCTURAL INTEGRITY

Max SI = Base SI +
Technician's WIS Mod

Remaining SI

WEAPON SYSTEMS

Gunner #

Weapon

Range

Attack

Damage

Dmg. Type

Notes:

Notes:

Notes:

Gunner #

Weapon

Range

Attack

Damage

Dmg. Type

Notes:

Notes:

Notes: