



Super Class _____ Race _____ Player Name _____
Alignment _____ Experience Points _____ Level _____

Strength

Inspiration
 Proficiency Bonus

Armor Class

Initiative Bonus

Speed

Personality Traits and Habits

Dexterity

Saving Throws
o ___ Strength
o ___ Dexterity
o ___ Constitution
o ___ Intelligence
o ___ Wisdom
o ___ Charisma

Current Hit Points: _____
Maximum Hit Points: _____
Current Shield: _____
Maximum Shield: _____

Values

Constitution

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

of Shield Die: _____
Shield Dice

Success o o o
Fail o o o
Death Saves

Vices

Intelligence

Kinetic Weapon
Firearm Type _____
Ammo Type (Primary or Special) _____
Damage Type Kinetic
Damage _____
Scope _____ Range Band _____
Shot Capacity _____ Total Ammo _____

Fears

Wisdom

Energy Weapon
Firearm Type _____
Ammo Type (Primary or Special) _____
Damage Type _____
Damage _____
Scope _____ Range Band _____
Shot Capacity _____ Total Ammo _____

Features and Traits

Charisma

Passive Perception (10 + Wisdom Mod.)

Heavy Weapon
Firearm Type _____
Ammo Type (Heavy) _____
Damage Type _____
Damage _____
Scope _____ Range Band _____
Shot Capacity _____ Total Ammo _____

Glimmer Amount _____

Equipment

Other Proficiencies & Languages



Super Class _____ Class _____

Light Ability Modifier _____ Light Save DC _____ Light Attack Modifier _____

Light Level _____ Elemental Affinity _____

Melee Ability

Melee Type _____

Description:

Charge

Super

Super Type _____

Description:

Charge

Grenade

Grenade Type _____

Description:

Charge

Superclass Ability

Ability Type _____

Description:

Charge

Features and Traits (Cont.)



Ghost

Name _____

Strength

○

Current Hit Points _____

Hit Point Maximum _____

of Hit Die

Armor Class

Speed

Dexterity

○

Saving Throws

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

Physical Appearance

Constitution

○

Personality Traits

Intelligence

○

Skills

- __ 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)
- __ Technology (Int)

Features and Traits

Memory Slots _____ (15 * Int. Score)

Wisdom

○

Charisma

○

Memory Banks



Age _____ Height _____ Weight _____

Eyes _____ Skin _____ Hair _____

Character Appearance

Allies and Foundations

Additional Equipment and Loot

Character Backstory

Notes