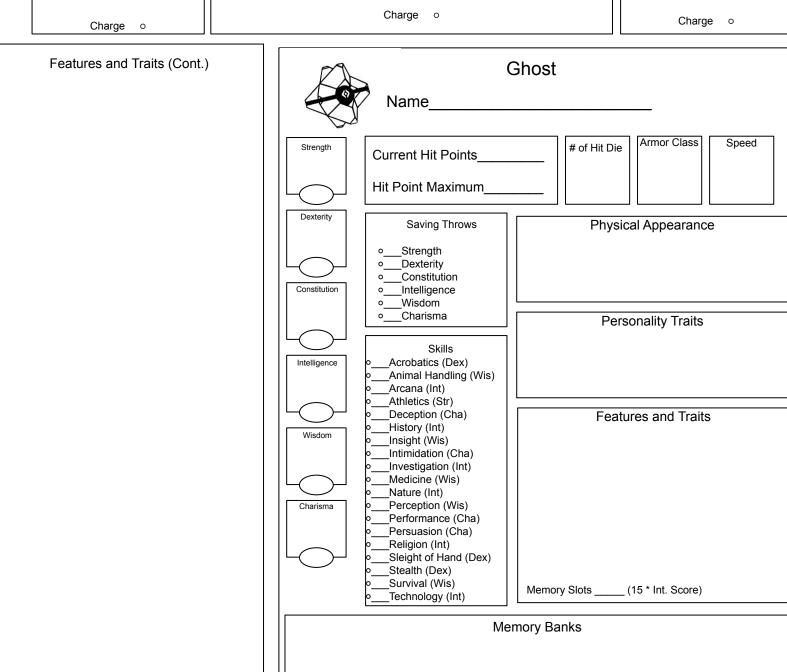
Dungeons & Destin	y Ch	haracter Nam	e		
QIP s	Super Class	Race	0	Player Name	
Y A	lignment	E	xperience Poir	Player Name nts Lev	/el
Strength	Inspiration Proficiency Bonus	Print(2)(2)(2)(3)(3)(3)	tiative Speed	d Personality Tra	its and Habits
Dexterity o	Saving Throws Strength	MANOS	ints:		ues
	Dexterity Constitution Intelligence Wisdom Charisma	Current Shield:		Vic	ces
100	Skills crobatics (Dex)	# of Shield Die: Shield Dice	Success • • • Fail • • • • Death Saves	Fee	ars
Intelligence o_A o_A o_D o_In o_In	oHistory (Int) oInsight (Wis) oIntimidation (Cha)		Weapon ry or Special) inetic ange Band Total Ammo	Features a	and Traits
O M O N O P O P O P O P O R O S S O S S O	ledicine (Wis) ature (Int) erception (Wis) erformance (Cha) ersuasion (Cha) eligion (Int) leight of Hand (Dex) tealth (Dex)	Energy Firearm Type Ammo Type (Prima Damage Type Damage Scope R	Weapon ry or Special)		
└()	urvival (Wis) echnology (Int)	Heavy Firearm Type Ammo Type (Heav	Weapon		
	Passive Perception (10 + Wisdom Mod.)	Shot Capacity	ange Band Total Ammo		
Glimmer Amount		Equi	pment		
Other Proficiencies	s & Languages				

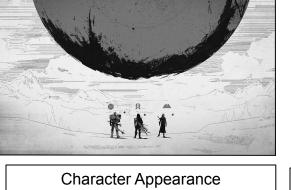


Super Class	Class	
Light Ability Modifier	_ Light Save DC	Light Attack Modifier
Light Level	Elemental Affinity	/

Melee Ability		
Melee Type		
Description:		
Charge o		

Light Level	Elemental Affinity
Super	Grenade
	Grenade Type
Super Type	Description:
Description:	Charge o
	Superclass Ability
	Ability Type
	Description:
Charge o	Charge o





Age	Height_	Weight
Гуюр	Clair	Llair

Character Appearance	

Character Backstory

Additional Equipment and Loot

Notes