

Character Name	Class & Level	Theme
Species	Experience	Next Level

Movement
Half Movement

Talent(s)

Proficiency Bonus

STR

- Athletics
- Intimidation

DEX

- Acrobatics
- Finesse
- Initiative
- Piloting
- Stealth

CON

- Endurance

INT

- Astrogeology
- Decryption
- Electronics
- Engineering
- Evaluation
- Investigation
- Medicine
- Xenology

PER

- Alertness
- Passive Alertness
- Insight
- Searching

CHA

- Biotics
- Deception
- Persuasion
- Streetwise

Current HP

Shields

Bloodied

Max HP

Hit Die

Defenses

Saves

AC

KC

LC

Biotic

Combat

Tech

Miscellaneous Notes

Weapon	Attack	Damage	Range	Properties
Weapon	Attack	Damage	Range	Properties
Weapon	Attack	Damage	Range	Properties
Weapon	Attack	Damage	Range	Properties

Power/Rank

Action/Trigger Recharge

Range Target(s)

Keywords

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