

SPACESHIPS AND STARWYRMS

CHARACTER NAME

CLASS / LEVEL

ARCHETYPE

BACKGROUND

PLAYER

SPECIES

FACTION

ALIGNMENT

EXPERIENCE

INSPIRATION

PROFICIENCY BONUS

STRENGTH

- ◇ ☐ SAVING THROWS
- ☐ ATHLETICS

DEXTERITY

- ◇ ☐ SAVING THROWS
- ☐ ACROBATICS
- ☐ PILOTING
- ☐ STEALTH

CONSTITUTION

- ◇ ☐ SAVING THROWS

INTELLIGENCE

- ◇ ☐ SAVING THROWS
- ☐ ARCANA
- ☐ COMPUTERS
- ☐ HISTORY
- ☐ INVESTIGATION
- ☐ MEDICINE
- ☐ SCIENCE

WISDOM

- ◇ ☐ SAVING THROWS
- ☐ INSIGHT
- ☐ MECHANICS
- ☐ PERCEPTION
- ☐ SURVIVAL

CHARISMA

- ◇ ☐ SAVING THROWS
- ☐ DECEPTION
- ☐ ETIQUETTE
- ☐ INTIMIDATION
- ☐ PERSUASION

PASSIVE PERCEPTION

- TOOLS • LANGUAGES •
- OTHER PROFICIENCIES •

AC

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

MAX

TEMP HP

MAX

BARRIER HP

MAX

CLASS RESOURCE

TOTAL

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

WEAPON NAME	ATK BONUS	DAMAGE / TYPE	RANGE	AMMUNITION

FEATURES & TRAITS

SPACESHIPS AND STARWYRMS

CHARACTER NAME

AGE

EYES

SKIN

HAIR

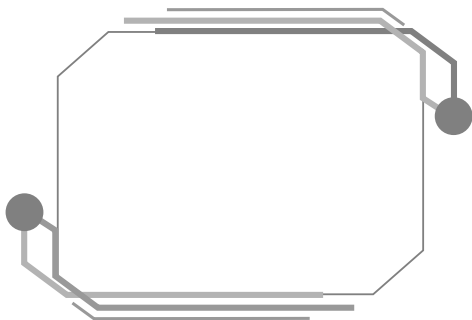
HEIGHT

WEIGHT

OTHER FEATURES

TECH • COMPUTERS • CYBERWARE

ADDITIONAL FEATURES & TRAITS



FACTIONS & ALLIES

EQUIPMENT & MAGIC ITEMS

CHARACTER BACKSTORY

SPACESHIPS AND STARWYRMS



SPELLCASTING CLASS

0

CANTRIPS / GADGETS / KNACKS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

2

5

8

9