

NAME:

DEPARTMENT:

DRIVE:

ORIGIN

LIFE BEFORE

RECRUITMENT

ROLE / LEVEL

SPECIALISATION

MILESTONES



PROFICIENCY

PASSIVE PERCEPTION

INGENUITY

PASSIVE INVESTIGATION

AC

DR

INITIATIVE

SPEED

B.P.R.D. ROLE FEATURES

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

STEADY HANDS

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

BUREAUCRACY

HISTORY

OCCULT

RELIGION

SCIENCE

TECHNOLOGY

WISDOM

SAVING THROWS

ANIMAL HANDLING

INTUITION

INVESTIGATION

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

INTIMIDATION

PERSUASION

HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE

USED

TOTAL

DEATH SAVES

SUCCESSES

FAILURES

INJURY LEVELS

LEVEL	EFFECT
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minor	-1 to skill checks. This does not stack.
<input type="checkbox"/> Moderate	Do not add ability modifiers to ability checks or attack rolls.
<input type="checkbox"/> Serious	Do not add ability modifiers to saving throws
<input type="checkbox"/> Severe	Disadvantage on ability checks, attack rolls, and saving throws.
<input type="checkbox"/> Critical	Your speed is halved. You cannot dash.

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
			AMMO
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			AMMO
WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
			AMMO

ORIGIN FEATURES

ORIGIN FEATURES

SIZE

TAC VEST

WEAPON PROFICIENCIES

FIREARMS: PISTOLS

FIREARMS: ADVANCED

BASIC WEAPONS

SPECIALISED

