Character Name	Class & Level	Theme	
Species	Experience	Next Level	

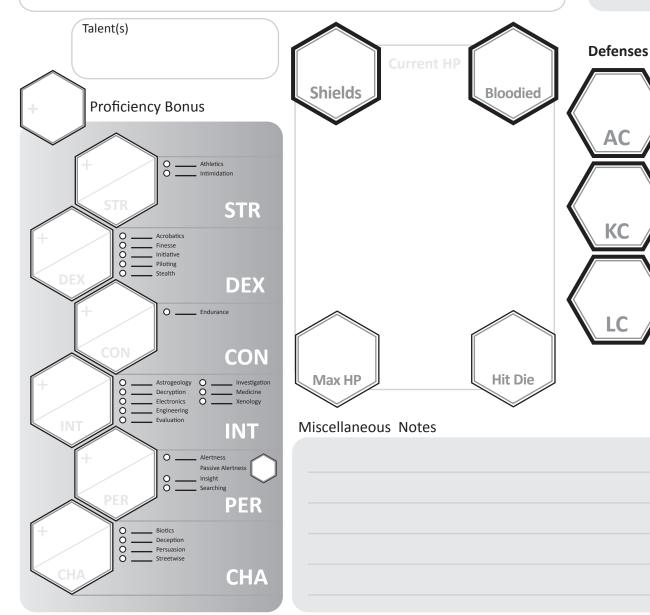
Movement
Half Movement

Saves

Biotic

Combat

Tech



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

ipment	Load	Features & Exploits	Page
		Power/Rank	Action
		,	
		Power/Rank	Action
		1 Owel/ Name	Action
		Davis a /Da a la	A -1
		Power/Rank	Action
		D /D	
		Power/Rank	Action
		2 /2 /	
		Power/Rank	Action
		Power/Rank	Action
		Power/Rank	Action
Max Load	Total Load		
Max Load	Total Load	Power/Rank	Action
Credits			
			Banked Power Point

ower/Rank			Power/Rank		
ction/Trigger	Recharge	e	Action/Trigger		
ange	Target(s)		Range	Target(s)	
					_
ower/Rank			Power/Rank		
	Recharge		Power/Rank Action/Trigger		
ction/Trigger			Action/Trigger	Target(s)	
ction/Trigger ange				Target(s)	
action/Trigger		e	Action/Trigger Range	Target(s)	
ction/Trigger ange		e	Action/Trigger Range	Target(s)	
ction/Trigger ange		e	Action/Trigger Range	Target(s)	
ction/Trigger ange			Action/Trigger Range	Target(s)	
ction/Trigger ange			Action/Trigger Range	Target(s)	
ction/Trigger ange			Action/Trigger Range	Target(s)	
Power/Rank Action/Trigger ange eywords			Action/Trigger Range	Target(s)	
action/Trigger			Action/Trigger Range	Target(s)	
ction/Trigger ange			Action/Trigger Range	Target(s)	
ction/Trigger ange			Action/Trigger Range	Target(s)	
tion/Trigger nge			Action/Trigger Range	Target(s)	