

CHARACTER NAME \_\_\_\_\_

ANCESTRY \_\_\_\_\_ SIZE \_\_\_\_\_ BACKGROUND \_\_\_\_\_

LEVEL \_\_\_\_\_ EXPERIENCE POINTS (XP) \_\_\_\_\_  
CLASS \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_

LANGUAGES \_\_\_\_\_

### ABILITY SCORES

**STRENGTH** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**STR** \_\_\_\_\_  
**DEXTERITY** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**DEX** \_\_\_\_\_  
**CONSTITUTION** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**CON** \_\_\_\_\_  
**INTELLIGENCE** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**INT** \_\_\_\_\_  
**WISDOM** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**WIS** \_\_\_\_\_  
**CHARISMA** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**CHA** \_\_\_\_\_

**SPEED (FEET)** \_\_\_\_\_ **CLASS DC** \_\_\_\_\_ **HERO POINTS** \_\_\_\_\_

\_\_\_\_\_ 10+ \_\_\_\_\_ + \_\_\_\_\_

### HIT POINTS

**MAX** \_\_\_\_\_ **CURRENT** \_\_\_\_\_ **TEMPORARY** \_\_\_\_\_

### SENSES

**PERCEPTION** \_\_\_\_\_ **WIS** \_\_\_\_\_ **PROF** \_\_\_\_\_ **ITEM** \_\_\_\_\_  
**LOW-LIGHT VISION** \_\_\_\_\_ **DARKVISION** \_\_\_\_\_

### SAVING THROWS

**FORTITUDE** \_\_\_\_\_ **CON** \_\_\_\_\_ **PROF** \_\_\_\_\_ **ITEM** \_\_\_\_\_  
**REFLEX** \_\_\_\_\_ **DEX** \_\_\_\_\_ **PROF** \_\_\_\_\_ **ITEM** \_\_\_\_\_  
**WILL** \_\_\_\_\_ **WIS** \_\_\_\_\_ **PROF** \_\_\_\_\_ **ITEM** \_\_\_\_\_

### ARMOR CLASS

**AC** \_\_\_\_\_ **DEX CAP** \_\_\_\_\_ **DEX** \_\_\_\_\_ **PROF** \_\_\_\_\_ **ITEM** \_\_\_\_\_  
**TAC** \_\_\_\_\_ **DEX CAP** \_\_\_\_\_ **DEX** \_\_\_\_\_ **PROF** \_\_\_\_\_ **ITEM** \_\_\_\_\_

UNTRAINED = LEVEL -2  
MASTER = LEVEL +2  
TRAINED = LEVEL  
LEGENDARY = LEVEL +3  
EXPERT = LEVEL +1

### WEAPON PROFICIENCIES

**SIMPLE**  
T E M L

**MARTIAL**  
T E M L

T E M L

**LIGHT**  
T E M L

**MEDIUM**  
T E M L

**HEAVY**  
T E M L

**SHIELDS**  
T E M L

### MELEE STRIKES

ABILITY PROF ITEM DAMAGE BONUS TRAITS  
= \_\_\_\_\_ = \_\_\_\_\_ = \_\_\_\_\_ T E M L  
ABILITY PROF ITEM DAMAGE BONUS TRAITS  
= \_\_\_\_\_ = \_\_\_\_\_ = \_\_\_\_\_ T E M L  
ABILITY PROF ITEM DAMAGE BONUS TRAITS  
= \_\_\_\_\_ = \_\_\_\_\_ = \_\_\_\_\_ T E M L

### RANGED STRIKES

ABILITY PROF ITEM DAMAGE BONUS RANGE TRAITS  
= \_\_\_\_\_ = \_\_\_\_\_ = \_\_\_\_\_ T E M L  
ABILITY PROF ITEM DAMAGE BONUS RANGE TRAITS  
= \_\_\_\_\_ = \_\_\_\_\_ = \_\_\_\_\_ T E M L

### SKILLS

**ACROBATICS** DEX PROF ITEM ARMOR T E M L  
**ARCANA** INT PROF ITEM T E M L  
**ATHLETICS** STR PROF ITEM ARMOR T E M L  
**CRAFTING** INT PROF ITEM T E M L  
**DECEPTION** CHA PROF ITEM T E M L  
**DIPLOMACY** CHA PROF ITEM T E M L  
**INTIMIDATION** CHA PROF ITEM T E M L  
**LORE** INT PROF ITEM T E M L  
**LORE** INT PROF ITEM T E M L  
**MEDICINE** WIS PROF ITEM T E M L  
**NATURE** WIS PROF ITEM T E M L  
**OCCULTISM** INT PROF ITEM T E M L  
**PERFORMANCE** CHA PROF ITEM T E M L  
**RELIGION** WIS PROF ITEM T E M L  
**SOCIETY** INT PROF ITEM T E M L  
**STEALTH** DEX PROF ITEM ARMOR T E M L  
**SURVIVAL** WIS PROF ITEM T E M L  
**THIEVERY** DEX PROF ITEM ARMOR T E M L

### ACTIONS AND ACTIVITIES

TRAITS  
TRAITS  
TRAITS


### REACTIONS AND FREE ACTIONS

TRAITS  
TRIGGER  
TRAITS  
TRIGGER



## SPELLS

CASTER TYPE		
PREPARED	<input type="radio"/>	ARCANE <input type="radio"/>
SPONTANEOUS	<input type="radio"/>	DIVINE <input type="radio"/>
		OCCULT <input type="radio"/>
		PRIMAL <input type="radio"/>

SPELL ROLL AND DC				
SPELL ROLL	DC	ABILITY	PROF	ITEM
	<div><div>DC</div><div>10+</div></div>	<div></div>	<div></div>	<div><div>T</div><div>E</div><div>M</div><div>L</div></div>

SPELL SLOTS					
CANTRIPS					
1ST	2ND	3RD	4TH	5TH	
6TH	7TH	8TH	9TH	10TH	

## SPONTANEOUS SPELLS REMAINING

1ST	2ND	3RD	4TH	5TH
<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>
6TH	7TH	8TH	9TH	10TH
<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>

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SPONTANEOUS HEIGHTENING

## CANTRIPS

[illegible][illegible][illegible]

SPELL POINTS			
CURRENT	MAXIMUM	ABILITY	FEATS

POWERS		
COST	HEIGHTENED	ACTIONS
COST	HEIGHTENED	ACTIONS
COST	HEIGHTENED	ACTIONS
COST	HEIGHTENED	ACTIONS

## NOTES

EQUIPMENT

WEAPONS

	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	

ARMOUR

	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	

OTHER ITEMS

	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	

PROPERTIES

PROPERTIES

PROPERTIES

AMMUNITION

	#			BULK
	#			BULK
	#			BULK
	#			BULK

CONSUMABLES

	#			BULK
	#			BULK
	#			BULK
	#			BULK

BULK  ENC  5+  STR  MAX  10+

NOTES