

CHARACTER NAME _____

ANCESTRY _____ SIZE _____ BACKGROUND _____

LEVEL _____ EXPERIENCE POINTS (XP) _____
CLASS _____

ALIGNMENT _____ DEITY _____ AGE _____ GENDER _____

LANGUAGES _____

ABILITY SCORES

STRENGTH MODIFIER _____ SCORE _____
STR _____

INTELLIGENCE MODIFIER _____ SCORE _____
INT _____

DEXTERITY MODIFIER _____ SCORE _____
DEX _____

WISDOM MODIFIER _____ SCORE _____
WIS _____

CONSTITUTION MODIFIER _____ SCORE _____
CON _____

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** _____

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **TRAITS** _____

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **TRAITS** _____

RANGED STRIKES

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **RANGE** _____ **TRAITS** _____

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **RANGE** _____ **TRAITS** _____

SKILLS

ACROBATICS _____ **DEX** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

ARCANA _____ **INT** _____ **PROF** _____ **ITEM** _____

ATHLETICS _____ **STR** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

CRAFTING _____ **INT** _____ **PROF** _____ **ITEM** _____

DECEPTION _____ **CHA** _____ **PROF** _____ **ITEM** _____

DIPLOMACY _____ **CHA** _____ **PROF** _____ **ITEM** _____

INTIMIDATION _____ **CHA** _____ **PROF** _____ **ITEM** _____

LORE _____ **INT** _____ **PROF** _____ **ITEM** _____

LORE _____ **INT** _____ **PROF** _____ **ITEM** _____

MEDICINE _____ **WIS** _____ **PROF** _____ **ITEM** _____

NATURE _____ **WIS** _____ **PROF** _____ **ITEM** _____

OCCULTISM _____ **INT** _____ **PROF** _____ **ITEM** _____

PERFORMANCE _____ **CHA** _____ **PROF** _____ **ITEM** _____

RELIGION _____ **WIS** _____ **PROF** _____ **ITEM** _____

SOCIETY _____ **INT** _____ **PROF** _____ **ITEM** _____

STEALTH _____ **DEX** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

SURVIVAL _____ **WIS** _____ **PROF** _____ **ITEM** _____

THIEVERY _____ **DEX** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

ACTIONS AND ACTIVITIES

_____ **TRAITS** _____

_____ **TRAITS** _____

_____ **TRAITS** _____

REACTIONS AND FREE ACTIONS


_____ **TRAITS** _____

TRIGGER _____ **TRAITS** _____

TRIGGER _____ **TRAITS** _____

SPELLS

CASTER TYPE		
PREPARED	<input type="radio"/>	ARCANE <input type="radio"/>
SPONTANEOUS	<input type="radio"/>	OCCULT <input type="radio"/>
		DIVINE <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>T E M L</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>

SPONTANEOUS HEIGHTENING

CANTRIPS

[illegible][illegible]

SPELLS				
PREP	LVL	HIGHTENED	ACTIONS	
PREP	LVL	HIGHTENED	ACTIONS	
PREP	LVL	HIGHTENED	ACTIONS	
PREP	LVL	HIGHTENED	ACTIONS	
PREP	LVL	HIGHTENED	ACTIONS	

SPELL POINTS			
CURRENT	MAXIMUM	ABILITY	FEATS

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

NOTES

EQUIPMENT

WEAPONS

PROPERTIES

	BULK	EQUIP	
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____

ARMOUR

PROPERTIES

	BULK	EQUIP	
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____

OTHER ITEMS

PROPERTIES

	BULK	EQUIP	
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____
_____	<input type="text"/>	<input type="text"/>	_____

AMMUNITION

	#			BULK
_____	<input type="text"/>			<input type="text"/>
_____	<input type="text"/>			<input type="text"/>
_____	<input type="text"/>			<input type="text"/>
_____	<input type="text"/>			<input type="text"/>

CONSUMABLES

	#			BULK
_____	<input type="text"/>			<input type="text"/>
_____	<input type="text"/>			<input type="text"/>
_____	<input type="text"/>			<input type="text"/>
_____	<input type="text"/>			<input type="text"/>

BULK	ENC	STR	MAX	STR
<input type="text"/>	<input type="text"/>	5+ <input type="text"/>	10+ <input type="text"/>	<input type="text"/>

NOTES