

CHARACTER

RACE

BACKGROUND

CLASSES &

LEVELS

PLAYER

CAMPAIGN

ALIGNMENT

PATRON / GOD

APPEARANCE

LEVEL

AGE

SIZE

HEIGHT

WEIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SCORE

MODIFIER

SAVING THROW

HIT POINTS

HIT DICE

USED

MAXIMUM

TEMPORARY

SUCCESSFUL DEATH SAVED

FAILED DEATH SAVED

SKILLS & PROFICIENCIES

PROFICIENCY BONUS

JACK OF ALL TRADES

REMARKABLE ATHLETE

PASSIVE PERCEPTION

OBSERVANT (FEAT)

MODIFIER

ARMOR

CLASS

ARMOR WORN

SHIELD CARRIED

ABILITY MODIFIERS

OTHER ITEMS & FEATS

DAMAGE REDUCTION

STEALTH DISADVANTAGE

ALERT (FEAT)

DEFENSES

ARMOR TYPE

AC MODIFIER

RESISTANCES, IMMUNITIES & OTHER SPECIAL DEFENSES

SAVE BONUS

INITIATIVE

SPEED

EXTRA ATTACKS

SPECIAL POWER

USES / POINTS

INSPIRATION

WEAPON / ATTACK

ATTACK

DAMAGE / EFFECT

DAMAGE TYPE

CRITICAL / SAVE

RANGE

SKILLS & PROFICIENCIES

ACROBATICS

ANIMAL HANDLING

ARCANA

ATHLETICS

DECEPTION

HISTORY

INSIGHT

INTIMIDATION

INVESTIGATION

MEDICINE

NATURE

PERCEPTION

PERFORMANCE

PERSUASION

RELIGION

SLEIGHT OF HAND

STEALTH

SURVIVAL

FEATURES, FEATS & NOTES

OTHER PROFICIENCIES & LANGUAGES

COMPANION / ALTERNATE FORM	NOTES	SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / EFFECT

[illegible]

