

PROFICIENCY  
Untrained +0  
Trained 2+Level  
Expert 4+Level  
Master 6+Level  
Legendary 8+Level

◆ Single Action  
◆◆ Two-Action Activity  
◆◆◆ Three-Action Activity  
◇ Free Action  
↷ Reaction

EXPERIENCE  
POINTS (XP)

ANCESTRY AND HERITAGE

BACKGROUND

CLASS

SIZE

ALIGNMENT

TRAITS

DEITY

LEVEL

HERO POINTS

## ABILITY SCORES

<input type="text"/>	STR MODIFIER	STRENGTH SCORE	<input type="text"/>
<input type="text"/>	DEX MODIFIER	DEXTERITY SCORE	<input type="text"/>
<input type="text"/>	CON MODIFIER	CONSTITUTION SCORE	<input type="text"/>
<input type="text"/>	INT MODIFIER	INTELLIGENCE SCORE	<input type="text"/>
<input type="text"/>	WIS MODIFIER	WISDOM SCORE	<input type="text"/>
<input type="text"/>	CHA MODIFIER	CHARISMA SCORE	<input type="text"/>

## CLASS DC

<input type="text"/>	DC BASE	KEY	PROF	T	E	M	L	ITEM
<input type="text"/>	= 10							

## ARMOR CLASS

AC = 10

DC BASE

DEX	CAP	PROF	T	E	M	L	ITEM
	OR						

UNARMORED

T	E	M	L

LIGHT

T	E	M	L

MEDIUM

T	E	M	L

HEAVY

T	E	M	L

Shield +

HARDNESS	MAX HP	BT	CURRENT HP

## SAVING THROWS

FORTITUDE		REFLEX		WILL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T	E	M	L	ITEM
NOTES					

## HIT POINTS

MAX

CURRENT	TEMPORARY

DYING

WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

## PERCEPTION

WIS

PROF

T

E

M

L

ITEM

SENSSES

SPEED

FEET

MOVEMENT TYPES & NOTES

## MELEE STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B	P	S	W SPEC	OTHER	TRAITS	
WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B	P	S	W SPEC	OTHER	TRAITS	
WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B	P	S	W SPEC	OTHER	TRAITS	

## RANGED STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS	
WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS	
WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS	

## WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
T	T	T	T
E	E	E	E
M	M	M	M
L	L	L	L

## SKILLS

ACROBATICS	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR
ARCANA	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
ATHLETICS	<input type="text"/>	STR	PROF	T	E	M	L	ITEM	ARMOR
CRAFTING	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
DECEPTION	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
DIPLOMACY	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
INTIMIDATION	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
MEDICINE	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
NATURE	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
OCCULTISM	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
PERFORMANCE	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
RELIGION	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
SOCIETY	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
STEALTH	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR
SURVIVAL	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
THIEVERY	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR

## LANGUAGES

ANCESTRY FEATS AND ABILITIES	
	SPECIAL 1 <sup>ST</sup>
	HERITAGE 1 <sup>ST</sup>
	FEAT 1 <sup>ST</sup>
	FEAT 5 <sup>TH</sup>
	FEAT 9 <sup>TH</sup>
	FEAT 13 <sup>TH</sup>
	FEAT 17 <sup>TH</sup>

SKILL FEATS	
	BACKGROUND
	2 <sup>ND</sup>
	4 <sup>TH</sup>
	6 <sup>TH</sup>
	8 <sup>TH</sup>
	10 <sup>TH</sup>
	12 <sup>TH</sup>
	14 <sup>TH</sup>
	16 <sup>TH</sup>
	18 <sup>TH</sup>
	20 <sup>TH</sup>

GENERAL FEATS	
	3 <sup>RD</sup>
	7 <sup>TH</sup>
	11 <sup>TH</sup>
	15 <sup>TH</sup>
	19 <sup>TH</sup>

CLASS FEATS AND ABILITIES	
	FEATURE 1 <sup>ST</sup>
	FEATURE 1 <sup>ST</sup>
	FEAT 1 <sup>ST</sup>
	FEAT 2 <sup>ND</sup>
	FEATURE 3 <sup>RD</sup>
	FEAT 4 <sup>TH</sup>
	FEATURE 5 <sup>TH</sup>
	FEAT 6 <sup>TH</sup>
	FEATURE 7 <sup>TH</sup>
	FEAT 8 <sup>TH</sup>
	FEATURE 9 <sup>TH</sup>
	FEAT 10 <sup>TH</sup>
	FEATURE 11 <sup>TH</sup>
	FEAT 12 <sup>TH</sup>
	FEATURE 13 <sup>TH</sup>
	FEAT 14 <sup>TH</sup>
	FEATURE 15 <sup>TH</sup>
	FEAT 16 <sup>TH</sup>
	FEATURE 17 <sup>TH</sup>
	FEAT 18 <sup>TH</sup>
	FEATURE 19 <sup>TH</sup>
	FEAT 20 <sup>TH</sup>

BONUS FEATS	

INVENTORY			
WORN ITEMS	INVEST (MAX 10)	BULK	
READIED ITEMS	BULK	OTHER ITEMS	BULK

BULK

ENCUMBERED

BASE STR

=5

MAXIMUM

BASE STR

=10

CP

SP

GP

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
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APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS








ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			


FREE ACTIONS AND REACTIONS

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE	NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			
NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE	NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			

## SPELL ATTACK ROLL

 =      

## SPELL DC

 = DC BASE **10**

KEY

PROF

T

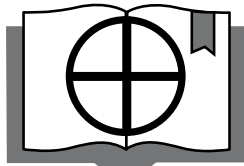
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## MAGIC TRADITIONS

# ARCANE



## OCCULT

## PRIMAL

## DIVINE

☐ PREPARED    ☐ SPONTANEOUS

## CANTRIPS

[illegible]

## INNATE SPELLS

	<b>FREQ</b>
	<b>ACTIONS</b>
	<b>M S V</b>
	<b>FREQ</b>
	<b>ACTIONS</b>
	<b>M S V</b>

## FOCUS SPELLS

	CURRENT	MAXIMUM
FOCUS POINTS		

	<b>ACTIONS</b>
	<b>M S V</b>
	<b>ACTIONS</b>
	<b>M S V</b>
	<b>ACTIONS</b>
	<b>M S V</b>
	<b>ACTIONS</b>
	<b>M S V</b>

## SPELL SLOTS PER DAY

CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10

## SPONTANEOUS SPELL SLOTS REMAINING

## SPELLS

[illegible]