



LEVEL			
	CLASS / SUBCLASS	RACE	BACKGROUND
PROF.	ALIGNMENT	DEITY	COMFORT

Two blank cards with a decorative border. The left card is labeled 'STRENGTH' and has a single circle icon with the text 'Save' below it. The right card is labeled 'Athletics' and has two overlapping circles icon with a blank space below it for a name.

DEXTERITY	
○ _____ Save	○○ _____ Acrobatics
	○○ _____ Sleight of Hand
	○○ _____ Stealth

CONSTITUTION	
<input type="radio"/> Save	

INTELLIGENCE	
<input type="radio"/> _____ Save	<input type="radio"/> _____ Arcana
	<input type="radio"/> _____ History
	<input type="radio"/> _____ Investigation
	<input type="radio"/> _____ Nature
	<input type="radio"/> _____ Religion

WISDOM	
<input type="radio"/> Save	<input type="radio"/> Animal Handling
	<input type="radio"/> Insight
	<input type="radio"/> Medicine
	<input type="radio"/> Perception
	<input type="radio"/> Survival

CHARISMA	
<input type="radio"/> Save	<input type="radio"/> Deception
	<input type="radio"/> Intimidate
	<input type="radio"/> Performance
	<input type="radio"/> Persuasion

<input type="radio"/> Light Armor	
<input type="radio"/> Medium Armor	
<input type="radio"/> Heavy Armor	
<input type="radio"/> Simple Weapons	
<input type="radio"/> Martial Weapons	
<input type="radio"/> Shields	
	LANGUAGES
OTHER	TOOLS
PROFICIENCIES	

ARMOR CLASS

BONUS

Shield
Armor
Dex
Magic
Misc

MAX HP

CURRENT HP

TEMP HP

SPEED

SUCCESS

FAILURE

DEATH SAVES

CONDITION

HIT DICE

MAX

CURRENT

TRAUMA

STRESS

FEATURE	USES	RECHARGE
	/	
	/	
	/	
	/	
	/	

LIMITED FEATURES

ATTACK	BONUS	DAMAGE	OTHER

COMMON ATTACKS

[illegible]

CP	SP	GP	PP
WALLET			

RACIAL TRAITS

FEATURE NAME

BACKGROUND FEATURE

[illegible]



AGE	HEIGHT	WEIGHT	EYES	SKIN
HAIR	SCARS	OTHER FEATURES		

<div> <div>IDEAL</div> </div>
<div> <div>BOND</div> </div>
<div> <div>FLAW</div> </div>
<div> <div>QUIRK</div> </div>

[illegible]

	PROJECT _____
	EFFECT _____
	PROJECT _____
	EFFECT _____
	PROJECT _____
	EFFECT _____
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	PROJECT _____
	EFFECT _____
	PROJECT _____
	EFFECT _____
	PROJECT _____
	EFFECT _____
	PROJECT _____
	EFFECT _____

[illegible]

DOWNTIME

STRESS & TRAUMA