

CHARACTER NAME

PLAYER NAME

CAMPAIGN

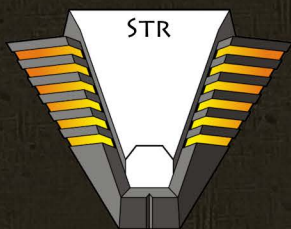
RACE

ORIGIN

CLASS

RANK

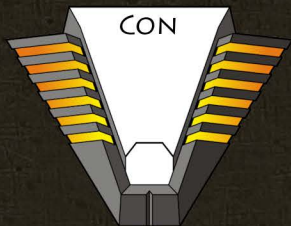
HD



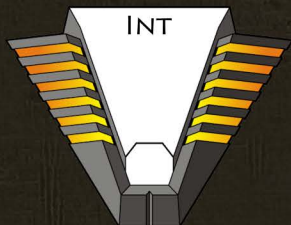
STR



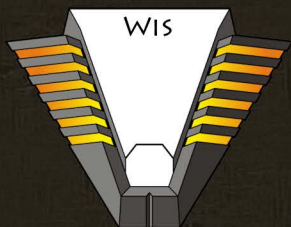
DEX



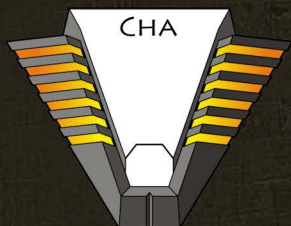
CON



INT



WIS



CHA

SKILLS

- ☐ _____ ACROBATICS (DEX)
- ☐ _____ ANIMAL HANDLING (WIS)
- ☐ _____ ATHLETICS (STR)
- ☐ _____ CULTURE (WIS)
- ☐ _____ DECEPTION (CHA)
- ☐ _____ ENGINEERING (INT)
- ☐ _____ INSIGHT (WIS)
- ☐ _____ INTIMIDATION (CHA)
- ☐ _____ INVESTIGATION (INT)
- ☐ _____ MEDICINE (WIS)
- ☐ _____ NATURE (INT)
- ☐ _____ PERCEPTION (WIS)
- ☐ _____ PERFORMANCE (CHA)
- ☐ _____ PERSUASION (CHA)
- ☐ _____ PILOT (DEX)
- ☐ _____ SCIENCE (INT)
- ☐ _____ SLEIGHT OF HAND (DEX)
- ☐ _____ STEALTH (DEX)
- ☐ _____ SURVIVAL (WIS)

HIT POINTS

DETERMINATION

PROF BONUS

INITIATIVE

MOXIE

ARMOR CLASS

SPEED

DEATH SAVES

SUCCESSES ○○○○

FAILURES ○○○○

SAVES

- ☐ _____ STRENGTH
- ☐ _____ DEXTERITY
- ☐ _____ CONSTITUTION
- ☐ _____ INTELLIGENCE
- ☐ _____ WISDOM
- ☐ _____ CHARISMA

CONDITION

○ NORMAL

○ DISADVANTAGE ON
ABILITY CHECKS

○ SPEED HALVED

○ DISADVANTAGE ON ATTACK
ROLLS AND SAVING THROWS

○ HIT POINTS MAXIMUM HALVED

○ SPEED REDUCED TO 0

○ DEATH

AMMO
WEAPON 1AMMO
WEAPON 2AMMO
WEAPON 3AMMO
WEAPON 4

ATTACK NAME

TO HIT DAMAGE RANGE RELOAD SPECIAL

RACIAL ABILITIES

FEATS

CLASS ABILITIES

EQUIPMENT

PROFICIENCIES

NOTES