

Level

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Initiative

Speeds

Defense

Armor

Max HP

Temp HP

Current Hit Points

Critical Range

Perception

Touch / Stuck

Prescient

Thick Skin

Armor Bonus

Dexterity Cap

Death Saves

Luck

Saving Throws

Fortitude ____ = (STR || CON) + LEVEL

Reflex ____ = (DEX || WIS) + LEVEL

Will ____ = (INT || CHA) + LEVEL

Skills

A T E M L

Acrobatics ____

Arcana ____

Athletics ____

Crafting ____

Deception ____

Insight ____

Intimidation ____

Investigation ____

Lore / History ____

Medicine ____

Nature ____

Performance ____

Persuasion ____

Religion ____

Society ____

Stealth ____

Survival ____

Thievery ____

Jack of All Trades

Thieves' Knack

Attack / Spell Name

To Hit / Stat DC

Damage

Range

Special Effects

Attack / Spell Name

To Hit / Stat DC

Damage

Range

Special Effects

Spell Charges

Spells Available

Casting Level

Save DCs

☐ Arcane DC: ____ Attack: ____ (____)

☐ Divine DC: ____ Attack: ____ (____)

☐ Primal DC: ____ Attack: ____ (____)

Ability DC: ____ (____)

Gear Proficiencies

Unarmored Defense ☐

Light Armor ☐

Medium Armor ☐

Heavy Armor ☐

Unarmed Attacks ☐

Simple Weapons ☐

Martial Weapons ☐

Firearms ☐

Languages

Racial And Background Perks

Race: _____

Subrace: _____

Racial Perk: _____

Racial Perk: _____

Racial Perk: _____

Racial Perk: _____

Background: _____

Trained Skill: _____

Lore Advantage: _____

Extra: _____

Extra: _____

Extra: _____

Identity Features

Core Identity: _____

Level 1: _____

Level 2: _____

Level 3: _____

Level 4: _____

Level 5: _____

Level 6: _____

Level 7: _____

Level 8: _____

Level 9: _____

Level 10: _____

Ability Features

Core Ability: _____

Core Ability: _____

Core Ability: _____

Core Ability: _____

Core Ability: _____

Level 1: _____

Level 3: _____

Level 5: _____

Level 7: _____

Level 9: _____

Extra: _____

