



# The Life and Times Of

NAME

PLAYER NAME

CLASS & LEVEL

ARCHETYPE

BACKGROUND

RACE

SUB-RACE

ALIGNMENT

AC

PROF BONUS

INSPIRATION

DARK VISION

INITIATIVE

SPD (ft/sqr)

EXHAUSTION

HD

HP + temp HP

ARMOR WORN

SHIELD USED

STATUS EFFECTS

MAX HD

MAX HP



DEATH SAVES (pass / fail)

## Ability Scores

STR \_\_\_\_

DEX \_\_\_\_

CON \_\_\_\_

INT \_\_\_\_

WIS \_\_\_\_

CHA \_\_\_\_

## Saving Throws

O STR

O DEX

O CON

O INT

O WIS

O CHA

## Weapons

NAME

TO HIT

DAMAGE (TYPE)

PROPERTIES

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Skills

O \_\_\_\_ ACROBATICS (DEX)

O \_\_\_\_ MEDICINE (WIS)

O \_\_\_\_ ANIMAL HANDLING (WIS)

O \_\_\_\_ NATURE (INT)

O \_\_\_\_ ARCANA (INT)

O \_\_\_\_ PERCEPTION (WIS)

O \_\_\_\_ ATHLETICS (STR)

O \_\_\_\_ PERSUASION (CHA)

O \_\_\_\_ DECEPTION (CHA)

O \_\_\_\_ RELIGION (INT)

O \_\_\_\_ HISTORY (INT)

O \_\_\_\_ SLEIGHT OF HAND (DEX)

O \_\_\_\_ INSIGHT (WIS)

O \_\_\_\_ STEALTH (DEX)

O \_\_\_\_ INTIMIDATION (CHA)

O \_\_\_\_ SURVIVAL (WIS)

O \_\_\_\_ INVESTIGATION (INT)

\_\_\_\_ PASSIVE PERCEPTION

\_\_\_\_ PASSIVE INVESTIGATION

\_\_\_\_ PASSIVE INSIGHT

## Proficiencies

O LIGHT ARMOR

O SIMPLE WEAPONS

O MEDIUM ARMOR

O MARTIAL WEAPONS

O HEAVY ARMOR

O SHIELDS

## Languages

LEFT RING

RIGHT RING

AMULET

HELMET

CLOTHING

OTHER

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SEX

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EYES

WEIGHT

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HAIR[illegible]