

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

FIGHTER

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d10

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

GRIT

Used

Total

TRICK SHOT

SAVE DC

FIREARM

ATK BONUS

DAMAGE/TYPE

RANGE

PROPERTIES

FIREARM

ATK BONUS

DAMAGE/TYPE

RANGE

PROPERTIES

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE

LEVEL 1

SECOND WIND

LEVEL 1

ACTION SURGE

LEVEL 2

GUNSLINGER FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

GUNSLINGER FEATURE

LEVEL 7

INDOMITABLE

LEVEL 9

GUNSLINGER FEATURE

LEVEL 10

GUNSLINGER FEATURE

LEVEL 15

GUNSLINGER FEATURE

LEVEL 18

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES