Character name _____   Level _____

Player name _____   Hero points _____

Size _____ Alignment _____   Exp points _____

Ancestry and heritage _____   Background _____   Class _____

Traits _____   Deity _____   Languages _____

Biography _____

Armor class

=10+ _____ or _____ + T E M L + _____

	DEX	CAP	PROF	ITEM

Unarmored	Light	Medium	Heavy
T E M L	T E M L	T E M L	T E M L

Shield

Hardness	Max HP	Current

Hit points

/ _____

Temp	Dying	Wounded
+ _____	_____	_____

Resistances and immunities

Conditions

Perception

= WIS + T E M L + _____

Proficiency	Item

Senses

Saving throws

		Proficiency	Item
Fortitude _____	= CON + T E M L + _____		
Reflex _____	= DEX + T E M L + _____		
Will _____	= WIS + T E M L + _____		

Notes

STR ( )   DEX ( )   CON ( )   INT ( )   WIS ( )   CHA ( )

Speed

_____ ft

Movement types & notes

Weapon proficiencies

Light	Martial	Unarmed
T E M L	T E M L	T E M L
		T E M L
		T E M L
		T E M L
		T E M L

Notes

Skills

		Proficiency	Item	Armor
Acrobatics _____	= DEX + T E M L +	_____	- _____
Arcana _____	= INT + T E M L +	_____	
Athletics _____	= STR + T E M L +	_____	- _____
Crafting _____	= INT + T E M L +	_____	
Deception _____	= CHA + T E M L +	_____	
Diplomacy _____	= CHA + T E M L +	_____	
Intimidation _____	= CHA + T E M L +	_____	
Medicine _____	= WIS + T E M L +	_____	
Nature _____	= WIS + T E M L +	_____	
Occultism _____	= INT + T E M L +	_____	
Performance _____	= CHA + T E M L +	_____	
Religion _____	= WIS + T E M L +	_____	
Society _____	= INT + T E M L +	_____	
Stealth _____	= DEX + T E M L +	_____	-
Survival _____	= WIS + T E M L +	_____	
Thievery _____	= DEX + T E M L +	_____	- _____
Lore _____	= INT + T E M L +	_____	
Lore _____	= INT + T E M L +	_____	
Lore _____	= INT + T E M L +	_____	

Melee Strikes

	Weapon name	Attack	STR	Proficiency	Item
		=	+	T E M L	+

Damage	STR		Other damage	W Spec
	+	B P S	+	

Traits

Critical

Notes

	Weapon name	Attack	STR	Proficiency	Item
		=	+	T E M L	+

Damage	STR		Other damage	W Spec
	+	B P S	+	

Traits

Critical

Notes

	Weapon name	Attack	STR	Proficiency	Item
		=	+	T E M L	+

Damage	STR		Other damage	W Spec
	+	B P S	+	

Traits

Critical

Notes

Ranged Strikes

	Weapon name	Attack	DEX	Proficiency	Item
		=	+	T E M L	+

Damage	Special		Other damage	W Spec
	+	B P S	+	

Traits

Critical

Notes

	Weapon name	Attack	DEX	Proficiency	Item
		=	+	T E M L	+

Damage	Special		Other damage	W Spec
	+	B P S	+	

Traits

Critical

Notes

	Weapon name	Attack	DEX	Proficiency	Item
		=	+	T E M L	+

Damage	Special		Other damage	W Spec
	+	B P S	+	

Traits

Critical

Notes

Inventory

Worn items	Invested	Bulk	Value

Readied items	Bulk	Value

Other items	Bulk	Value

Supplies	Bulk	Value

Chalk

Rope _____ ft

Water _____ days

Rations _____ days

Torches

Bulk

Encumbered

Base _____ = 5 + STR

Maximum _____ = 5 + STR

Coins

PP _____

_____ GP

_____ SP

_____ CP

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