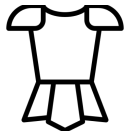Character name

Level

Player name

Hero points

Size   Alignment

Exp points

Ancestry and heritage

Background

Class

Traits

Deity

Languages

Biography
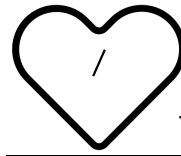
Armor class

DEX CAP PROF ITEM

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

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

Proficiency Item

= WIS + T E M L + _____

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 _____