



Character Name:

Class: _____ Subclass: _____

Lineage: _____ Heritage: _____

Player Name:

Background: _____ Level: ____ XP: ____

ABILITIES

Save ○	Save ○	Save ○	Save ○	Save ○	Save ○
Str	Dex	Con	Int	Wis	Cha

PROF BONUS

LUCK

SKILLS

- | | |
|-------------------------------|-------------------------------|
| ○ ____ ACROBATICS (DEX) | ○ ____ NATURE (INT) |
| ○ ____ Animal HANDLING (WIS) | ○ ____ PERCEPTION (WIS) |
| ○ ____ ARCANA (INT) | ○ ____ PERSUASION (CHA) |
| ○ ____ ATHLETICS (STR) | ○ ____ RELIGION (INT) |
| ○ ____ DECEPTION (CHA) | ○ ____ SLEIGHT OF HAND (DEX) |
| ○ ____ HISTORY (INT) | ○ ____ STEALTH (DEX) |
| ○ ____ INSIGHT (WIS) | ○ ____ SURVIVAL (WIS) |
| ○ ____ INTIMIDATION (CHA) | ○ ____ _____ |
| ○ ____ INVESTIGATION (INT) | ○ ____ _____ |
| ○ ____ MEDICINE (WIS) | |

SPEED

Land

FLY

Swim

Climb

Other



COMBAT

Initiative:

AC:

Base _____ Shield _____

Hit Points

Max:

Current:

Temp:

ATTACKS

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Weapon: _____ Bonus: _____ Damage: _____

Range/Properties: _____ Options: _____

Death Saves

+ ○○○○

- ○○○○

Conditions