



Character Name:

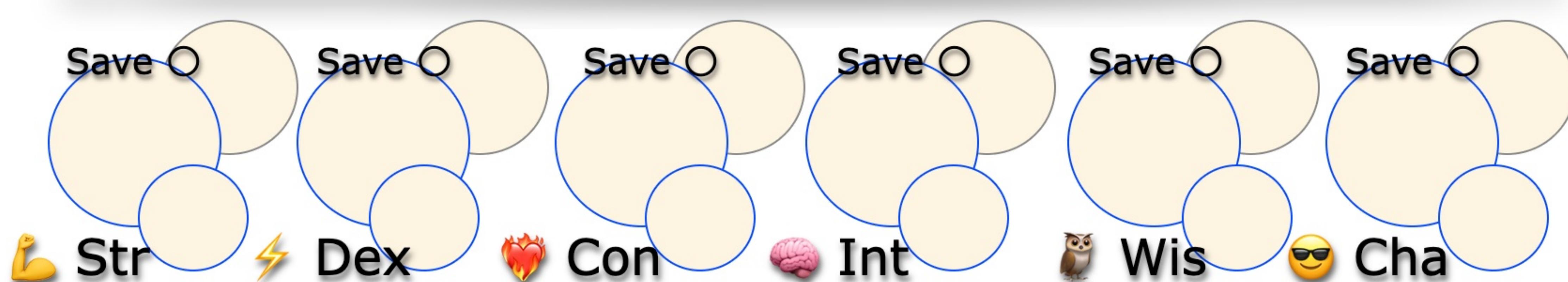
Class: \_\_\_\_\_ Subclass: \_\_\_\_\_

Player Name:

Lineage: \_\_\_\_\_ Heritage: \_\_\_\_\_

Background: \_\_\_\_\_ Level: \_\_\_\_\_ XP: \_\_\_\_\_

## ABILITIES

**PROF BONUS**

## SKILLS

- O\_\_ ACROBATICS (DEX)
- O\_\_ Animal HANDLING (WIS)
- O\_\_ ARCANA (INT)
- O\_\_ ATHLETICS (STR)
- O\_\_ DECEPTION (CHA)
- O\_\_ HISTORY (INT)
- O\_\_ INSIGHT (WIS)
- O\_\_ INTIMIDATION (CHA)
- O\_\_ INVESTIGATION (INT)
- O\_\_ MEDICINE(WIS)

- O\_\_ NATURE (INT)
- O\_\_ PERCEPTION (WIS)
- O\_\_ PERSUASION (CHA)
- O\_\_ RELIGION (INT)
- O\_\_ SLEIGHT OF HAND (DEX)
- O\_\_ STEALTH (DEX)
- O\_\_ SURVIVAL (WIS)
- O\_\_ \_\_\_\_\_
- O\_\_ \_\_\_\_\_

## SPEED

Land

FLy

Swim

Climb

Other

## COMBAT

Initiative: \_\_\_\_\_

AC:

Base \_\_\_\_\_ Shield \_\_\_\_\_

## Hit Points

Max: \_\_\_\_\_

Current: \_\_\_\_\_

Temp: \_\_\_\_\_

Death Saves

+ OOO  
- OOO

## Conditions

- Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_
- Range/Properties: \_\_\_\_\_ Options: \_\_\_\_\_
- Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_
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- Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_
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