



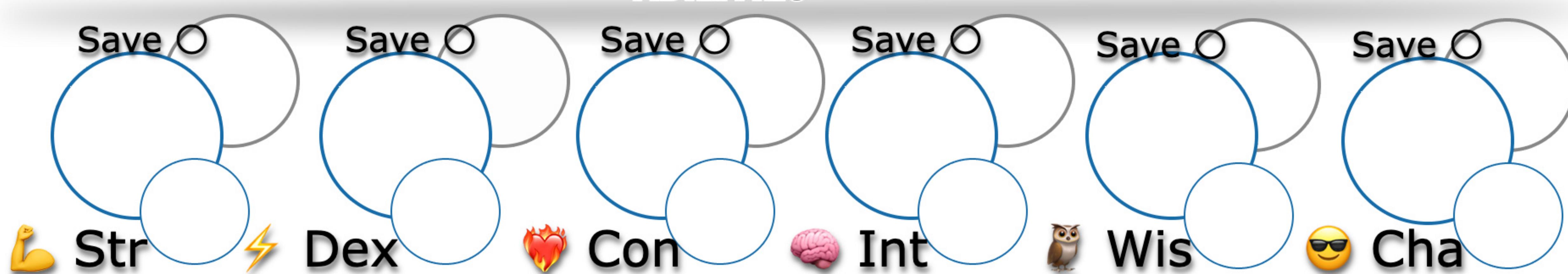
Character Name:

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

Player Name:

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

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

**ABILITIES****SKILLS**

- |                           |                           |
|---------------------------|---------------------------|
| O__  Acrobatics(DEX)      | O__  Nature(INT)          |
| O__  Animal Handling(WIS) | O__  Perception(WIS)      |
| O__  Arcana(INT)          | O__  Persuasion(CHA)      |
| O__  Athletics(STR)       | O__  Religion(INT)        |
| O__  Deception(CHA)       | O__  Sleight of Hand(DEX) |
| O__  History(INT)         | O__  Stealth(DEX)         |
| O__  Insight(WIS)         | O__  Survival(WIS)        |
| O__  Intimidation(CHA)    | O__ _____                 |
| O__  Investigation(INT)   | O__ _____                 |
| O__  Medicine(WIS)        | O__ _____                 |

**PROF BONUS** **LUCK**

**SPEED**

Land

FLy

Swim

Climb

Other

**COMBAT**

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

AC:

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

**HIT POINTS**

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

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

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

Death Saves

+ OOO

- OOO

Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_

Range/Properties: \_\_\_\_\_ Options: \_\_\_\_\_

Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_

Range/Properties: \_\_\_\_\_ Options: \_\_\_\_\_

Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_

Range/Properties: \_\_\_\_\_ Options: \_\_\_\_\_

Weapon: \_\_\_\_\_ Bonus: \_\_\_\_\_ Damage: \_\_\_\_\_

Range/Properties: \_\_\_\_\_ Options: \_\_\_\_\_

Conditions