



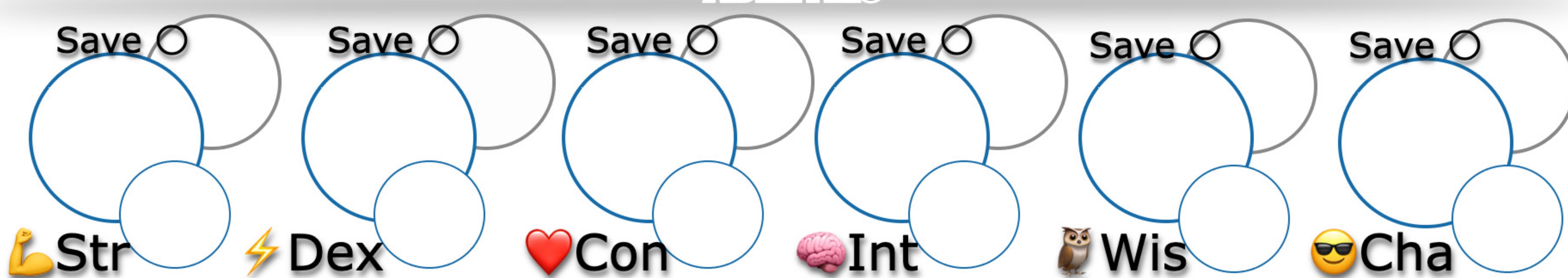
Character Name:

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**SPEED**

Land

FLy

Swim

Climb

Other

LUCK**COMBAT**

Initiative: _____

AC:

Base _____ Shield _____

HIT POINTS

Max: _____

Current: _____

Temp: _____

HIT DICE

TYPE	USED	MAX

CONDITIONS

- 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		
+	○○○	○○○
-	○○○	○○○