



Character Name: _____

Player Name: _____

Class: _____ Subclass: _____

Lineage: _____ Heritage: _____

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: _____

Death Saves

+ ○○○

- ○○○

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: _____