



Character Name:

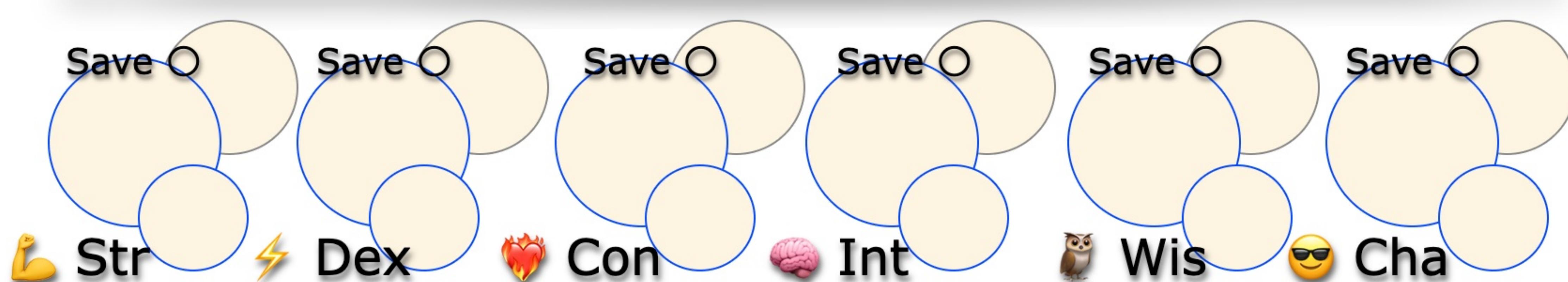
Class: _____ Subclass: _____

Player Name:

Lineage: _____ Heritage: _____

Background: _____ Level: _____ XP: _____

ABILITIES

**PROF BONUS** **LUCK**

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:

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

+ OOO
- OOO

Conditions