



Character Name: _____

Player Name: _____

Class: _____ Subclass: _____

Lineage: _____ Heritage: _____

Background: _____ Level: _____ XP: _____

ABILITIES

Save ○ Save ○ Save ○ Save ○ Save ○ Save ○

Str Dex Con Int Wis Cha

Age: _____

Height: _____

Weight: _____

Eyes: _____

Skin: _____

Hair: _____

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) ○ _____

PROF BONUS

LUCK

SPEED

Land

FLY

Swim

Climb

Other



COMBAT

Initiative:

AC:

Base _____ Shield _____

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: _____

HIT POINTS

Max:

Current:

Temp:

Death Saves

+ ○○○○

- ○○○○

Conditions

