

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

RACE

BACKGROUND

ALIGNMENT

STRENGTH

SAVE

DEXTERITY

SAVE

CONSTITUTION

SAVE

INTELLIGENCE

SAVE

WISDOM

SAVE

CHARISMA

SAVE

SKILLS

○

Acrobatics (Dex)

○

Animal Handling (Wis)

○

Arcana (Int)

○

Athletics (Str)

○

Deception (Cha)

○

History (Int)

○

Insight (Wis)

○

Intimidation (Cha)

○

Investigation (Int)

○

Medicine (Wis)

○

Nature (Int)

○

Perception (Wis)

○

Performance (Cha)

○

Persuasion (Cha)

○

Religion (Int)

○

Sleight of Hand (Dex)

○

Stealth (Dex)

○

Survival (Wis)

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

INSPIRATION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ATTACKS

Name	Atk Bonus	Damage/Type	Range/Properties

ARMOR CLASS

Name	Base AC	Properties

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX
d		

DEATH SAVES

SUCCESSSES

FAILURES

EXHAUSTION

CONDITIONS

PROFICIENCIES, LANGUAGES, & FEATS

TREASURE & EQUIPMENT

PP

GP

EP

SP

CP

FEATURES & TRAITS

Southlands

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BACKSTORY

HOMELAND

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

