

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

LINEAGE

HERITAGE

BACKGROUND

SAVE

STRENGTH

SAVE

DEXTERITY

SAVE

CONSTITUTION

SAVE

INTELLIGENCE

SAVE

WISDOM

SAVE

CHARISMA

- 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

INITIATIVE

SPEED

SPEED

SPEED

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

LUCK

HIT POINTS

MAX CURRENT TEMP

HIT DICE

TYPE USED MAX

ATTACKS

Name	Bonus	Damage/Type	Range/Properties	Weapon Options

DEATH SAVES

SUCCESSSES

FAILURES

ARMOR

ARMOR CLASS (With Shield)	Name	Base AC	Properties	ARMOR CLASS (No Shield)

EXHAUSTION CONDITIONS

I 2 3 4 5 6

PROFICIENCIES, LANGUAGES, & TALENTS

TREASURE & EQUIPMENT

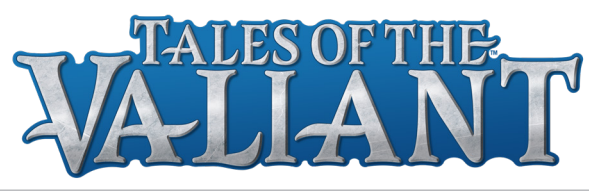
PP

GP

SP

CP

FEATURES & TRAITS



BACKSTORY

Homeland

CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADVENTURING MOTIVATION

ADDITIONAL TREASURE