

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**

Name	Base AC	Properties

**ARMOR CLASS (With Shield)**

**ARMOR CLASS (No Shield)**

**EXHAUSTION CONDITIONS**

I 2 3 4 5 6

**PROFICIENCIES, LANGUAGES, & TALENTS**

**TREASURE & EQUIPMENT**

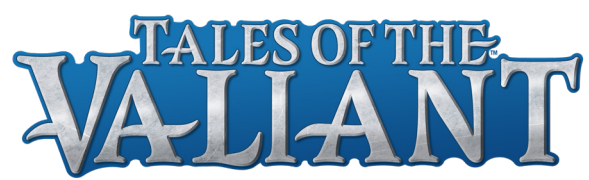
PP

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**

**SPELLCASTER CLASS & SOURCE**

**ABILITY**

**SAVE DC**

**BONUS**

**CHARACTER NAME**

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**3** Total Slots Expended Slots

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**9** Total Slots Expended Slots

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