

CHARACTER NAME

PLAYER NAME

CAMPAIGN

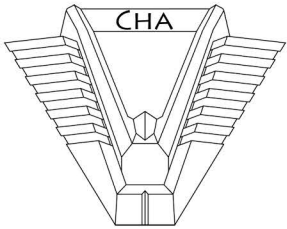
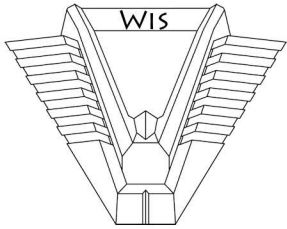
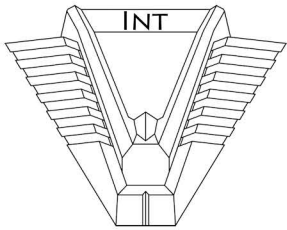
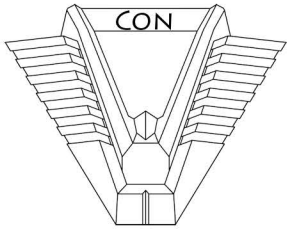
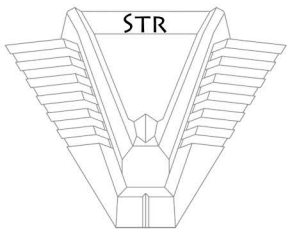
RACE

ORIGIN

CLASS

RANK

HD



SKILLS

☐

ACROBATICS (DEX)

☐

ANIMAL HANDLING (WIS)

☐

ATHLETICS (STR)

☐

CULTURE (WIS)

☐

DECEPTION (CHA)

☐

ENGINEERING (INT)

☐

HISTORY (INT)

☐

INSIGHT (WIS)

☐

INTIMIDATION (CHA)

☐

INVESTIGATION (INT)

☐

MEDICINE (WIS)

☐

NATURE (INT)

☐

PERCEPTION (WIS)

☐

PERFORMANCE (CHA)

☐

PERSUASION (CHA)

☐

PILOT (DEX)

☐

SCIENCE (INT)

☐

SLEIGHT OF HAND (DEX)

☐

STEALTH (DEX)

☐

SURVIVAL (WIS)

HIT POINTS

DETERMINATION

PROF BONUS

INITIATIVE

MOXIE

ARMOR CLASS

SPEED

DEATH SAVES

SUCCESSES

FAILURES

SAVES

☐

STRENGTH

☐

DEXTERITY

☐

CONSTITUTION

☐

INTELLIGENCE

☐

WISDOM

☐

CHARISMA

CONDITION

NORMAL

DISADVANTAGE ON ABILITY CHECKS

SPEED HALVED

DISADVANTAGE ON ATTACK ROLLS AND SAVING THROWS

HIT POINTS MAXIMUM HALVED

SPEED REDUCED TO 0

DEATH

AMMO WEAPON 1

AMMO WEAPON 2

AMMO WEAPON 3

AMMO WEAPON 4

ATTACK NAME	TO HIT	DAMAGE	RANGE	RELOAD	SPECIAL

RACIAL ABILITIES

FEATS

CLASS ABILITIES

EQUIPMENT

PROFICIENCIES

NOTES