

CHARACTER NAME

PLAYER NAME

CAMPAIGN

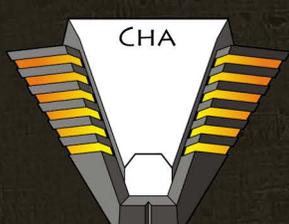
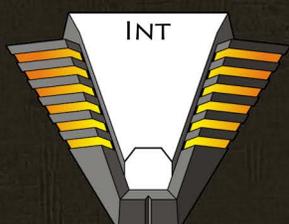
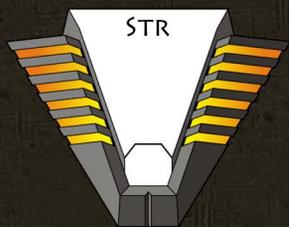
RACE

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

ATTACK NAME	TO HIT	DAMAGE	RANGE	RELOAD	SPECIAL

RACIAL ABILITIES

FEATS

CLASS ABILITIES

EQUIPMENT

PROFICIENCIES

NOTES

