

CHARACTER NAME

PLAYER NAME

CAMPAIGN

RACE

ORIGIN

CLASS

RANK

HD

STR

DEX

CON

INT

WIS

CHA

SKILLS

- ☐ _____ ACROBATICS (DEX)
☐ _____ ANIMAL HANDLING (WIS)
☐ _____ ATHLETICS (STR)
☐ _____ CULTURE (WIS)
☐ _____ DECEPTION (CHA)
☐ _____ ENGINEERING (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 1AMMO
WEAPON 2AMMO
WEAPON 3AMMO
WEAPON 4

ATTACK NAME

TO HIT DAMAGE

RANGE

RELOAD

SPECIAL

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

RACIAL ABILITIES

FEATS

CLASS ABILITIES

EQUIPMENT

PROFICIENCIES

NOTES