

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