

CHARACTER NAME

PLAYER NAME

CAMPAIGN

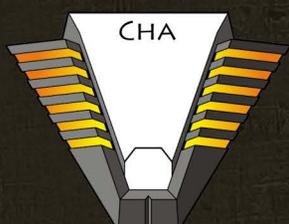
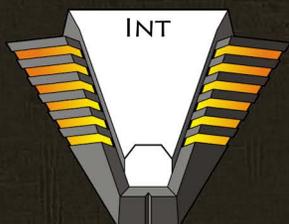
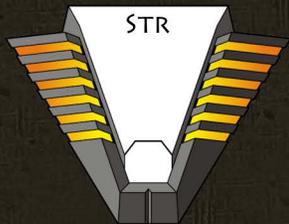
RACE

ORIGIN

CLASS

RANK

HD



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 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

