

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