

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