

CHARACTER NAME

PLAYER NAME

CAMPAIGN

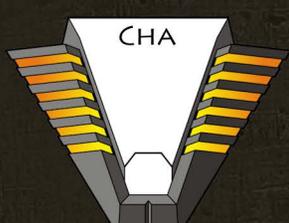
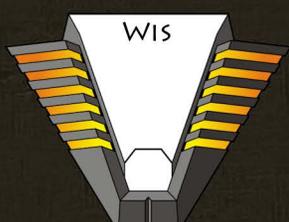
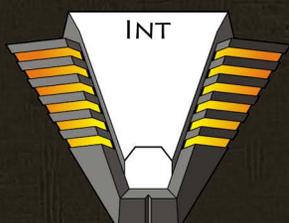
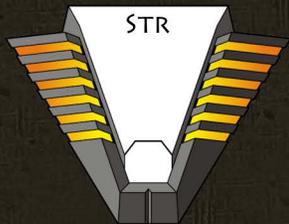
RACE

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

