

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