

CHARACTER NAME:



CLASS AND LEVELS: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ SKIN: \_\_\_\_\_  
 BACKGROUND: \_\_\_\_\_ HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_  
 RACE: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ SIZE: \_\_\_\_\_  
 FAITH: \_\_\_\_\_ AGE: \_\_\_\_\_ SPEED: \_\_\_\_\_  
 ALIGNMENT: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

INITIATIVE  +  PROFICIENCY BONUS  XP  INSPIRATION

### ABILITIES

	SCORE	MOD.	SAVING THROU	PROF. BONUS	BONUS	ADVANTAGES	DISADVANTAGES
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Wis</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### SKILLS

	PROF	EXP	BONUS	NOTES
ACROBATICS (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
ANIMAL HANDLING (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
ARCANA (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
ATHLETICS (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
DECEPTION (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
HISTORY (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INSIGHT (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INTIMIDATION (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INVESTIGATION (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
MEDICINE (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
NATURE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PERCEPTION (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PERFORMANCE (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PERSUASION (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
RELIGION (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
SLEIGHT OF HAND (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
STEALTH (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	
SURVIVAL (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	

### FEATURES

FEATURE	USES	SR/LR	USED	FEATURE	USES	SR/LR	USED

TOOLS/VEHICLES \_\_\_\_\_

SENSES

PASSIVE PERCEPTION

### DEFENSE AC

ARMOR BONUS  + SHIELD BONUS  + DEX. MOD  + MAGIC/MISC

ARMOR  AC  + MAGIC   STEALTH DISADV.

SHIELD  AC  + MAGIC

MEDIUM ARMOR (MAX=2)  
 HEAVY ARMOR (NO DEX MOD)

RESISTANCES \_\_\_\_\_

IMMUNITIES \_\_\_\_\_

### MAX HP

TEMP.

WOUNDS \_\_\_\_\_ CURRENT HP

CONDITIONS \_\_\_\_\_

### ATTACKS

WEAPON	RANGE	TO HIT	DAMAGE	DAMAGE TYPE	ATTACKS PER ACTION
					<input type="checkbox"/>

### HIT DICE

<input type="text"/>	D	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
<input type="text"/>	D	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
<input type="text"/>	D	<input type="text"/>	+	<input type="text"/>	<input type="text"/>

LEVEL  DIE  CON  USED

SUCCESS  FAILURE

DEATH SAVES

### BONUS ACTIONS


### REACTIONS

Opportunity Attack


SPECIAL ATTACK / DESCRIPTION \_\_\_\_\_ RANGE \_\_\_\_\_ TO HIT \_\_\_\_\_ DAMAGE \_\_\_\_\_ DAMAGE TYPE \_\_\_\_\_







