

CHARACTER INFORMATION

CHARACTER NAME		ANCESTRY		CLASS	
PLAYER NAME		ALIGNMENT		BACKGROUND	

STR	DEX	CON	INT	WIS	CHA	PROF	PERC	INIT	ARMOR

SAVING THROWS

☐ STR		☐ INT	
☐ DEX		☐ WIS	
☐ CON		☐ CHA	

HEALTH

	/		+		
CURRENT		MAX		TEMP	HIT DICE

DEATH SAVES

SUCCESS		
☐	—	☐
FAILURE		
☐	—	☐

INSP

SKILLS

☐ ACROBATICS [DEX]	
☐ ANIMAL HANDLING [WIS]	
☐ ARCANA [INT]	
☐ ATHLETICS [STR]	
☐ DECEPTION [CHA]	
☐ HISTORY [INT]	
☐ INSIGHT [WIS]	
☐ INTIMIDATION [CHA]	
☐ INVESTIGATION [INT]	
☐ MEDICINE [WIS]	
☐ NATURE [INT]	
☐ PERCEPTION [WIS]	
☐ PERFORMANCE [CHA]	
☐ PERSUASION [CHA]	
☐ RELIGION [INT]	
☐ SLEIGHT OF HAND [DEX]	
☐ STEALTH [DEX]	
☐ SURVIVAL [WIS]	

COMBAT

NAME	RANGE	DC	DAMAGE

ARMOR & EQUIPMENT

NAME	AC
CP	SP
EP	GP
PP	

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

ADDITIONAL CHARACTER INFORMATION			
AGE	HEIGHT	EYES	LEVEL
SKIN	WEIGHT	HAIR	EXPERIENCE

SKIN

WEIGHT

HAIR

EXPERIENCE

[illegible]