

Name	Race	
Class	Level	
Init.	Speed	XP

STR /	Proficiency Bonus:
DEX /	Pass. WIS (Percept.):
CON /	Hit Dice / Available
INT /	AC:
WIS /	HP:
CHA /	Current / Temp. HP

<Acrobatics

<Animal Hand

<Arcana

<Athletics

<Deception

<History

<Insight

<Intimidation

<Investigation

<Medicine

<Nature

<Perception

<Performance

<Persuasion

<Religion

<Sleight of

<Hand

<Stealth

<Survival

<

<

<

Ideals

Bonds

Flaws

Feature

Possessions

Notes/ Portrait

Languages

Wealth

WEAPON

REACH or RANGE

TYPE

STR

DEX

ABILITY

PROFICIENCY

+

+

MAGIC

+

MISC.

=

ATTACK BONUS

DAMAGE DICE

↓

+

↓

MISC.

=

DAMAGE BONUS

AMMO