

CHARACTER

RACE

BACKGROUND

CLASSES &

LEVELS

PLAYER

CAMPAIGN

ALIGNMENT

PATRON / GOD

APPEARANCE

LEVEL

AGE

SIZE

HEIGHT

WEIGHT

SCOREMODIFIER

SAVING THROW

HIT POINTS

HIT DICEUSED

SKILLS & PROFICIENCIES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

MODIFIER

PROFICIENCY BONUS

JACK OF ALL TRADES

REMARKABLE ATHLETE

PASSIVE PERCEPTION

OBSERVANT (FEAT)

ARMOR

DEFENSES

ARMOR TYPEAC MODIFIER

RESISTANCES, IMMUNITIES & OTHER SPECIAL DEFENSESSAVE BONUS

ARMOR WORN

SHIELD CARRIED

ABILITY MODIFIERS

OTHER ITEMS & FEATS

ARMOR TYPE

AC MODIFIER

RESISTANCES, IMMUNITIES & OTHER SPECIAL DEFENSES

SAVE BONUS

ARMOR

CLASS

DAMAGE REDUCTION

STEALTH DISADVANTAGE

ALERT (FEAT)

INITIATIVE

SPEED

EXTRA ATTACKS

SPECIAL POWER

USES / POINTS

INSPIRATION

WEAPON / ATTACK

ATTACK

DAMAGE / EFFECT

DAMAGE TYPE

CRITICAL / SAVE

RANGE

WEAPON / ATTACK

ATTACK

DAMAGE / EFFECT

DAMAGE TYPE

CRITICAL / SAVE

RANGE

FEATURES, FEATS & NOTES

OTHER PROFICIENCIES & LANGUAGES

FEATURES, FEATS & NOTES

OTHER PROFICIENCIES & LANGUAGES

ARMOR

WEAPONS

OTHER PROFICIENCIES & LANGUAGES

COMPANION / ALTERNATE FORM	NOTES	SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / EFFECT

[illegible]

LAYOUT:

[illegible]