



Character Name

Ability Scores

Strength

SAVE

Prof

Save

Dexterity

SAVE

Prof

Save

Constitution

SAVE

Prof

Save

Intelligence

SAVE

Prof

Save

Wisdom

SAVE

Prof



Save

Charisma

SAVE

Prof

Save

	<h2 style="margin: 0;">Proficiency Bonus</h2>				
<h2 style="margin: 0;">Initiative</h2>					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;"> Size medium </td> </tr> <tr> <td style="padding: 5px;"> Speed </td> </tr> </table>	Size medium	Speed		
Size medium					
Speed					
<h2 style="margin: 0;">Current Hit Points</h2>					
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Hit Dice</td> <td style="padding: 5px;">Maximum Hit Points</td> </tr> <tr> <td style="padding: 5px;">Total _____</td> <td></td> </tr> </table>	Hit Dice	Maximum Hit Points	Total _____		
Hit Dice	Maximum Hit Points				
Total _____					
<h2 style="margin: 0;">Temporary Hit Points</h2>					
<h2 style="margin: 0; text-align: center;">Death Saves</h2> <p style="text-align: center;"> Successes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p style="text-align: center;"> Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p>					
<table style="width: 100%;"> <tr> <td style="width: 30%;">Fatigue</td> <td> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> </tr> <tr> <td>Strife</td> <td> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> </tr> </table>		Fatigue	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Strife	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fatigue	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
Strife	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<h2 style="margin: 0; text-align: center;">Supply</h2> <div style="text-align: right; margin-top: 20px;"> Max Carried ○ </div>					

Skills

Passive Stealth			Passive Insight			Passive Perception			Passive		
Skill	Modifier	Expertise Die	Skill	Modifier	Expertise Die	Skill	Modifier	Expertise Die	Skill	Modifier	Expertise Die
<input type="checkbox"/> Acrobatics			<input type="checkbox"/> Medicine			<input type="checkbox"/> Athletics			<input type="checkbox"/> Stealth		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Animal Handling			<input type="checkbox"/> Nature			<input type="checkbox"/> Acrobatics			<input type="checkbox"/> Perception		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Arcana			<input type="checkbox"/> Perception			<input type="checkbox"/> Animal Handling			<input type="checkbox"/> Performance		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Athletics			<input type="checkbox"/> Performance			<input type="checkbox"/> Arcana			<input type="checkbox"/> Persuasion		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Culture			<input type="checkbox"/> Persuasion			<input type="checkbox"/> Athletics			<input type="checkbox"/> Religion		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Deception			<input type="checkbox"/> Religion			<input type="checkbox"/> Culture			<input type="checkbox"/> Sleight of Hand		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Engineering			<input type="checkbox"/> Sleight of Hand			<input type="checkbox"/> Deception			<input type="checkbox"/> Stealth		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> History			<input type="checkbox"/> Stealth			<input type="checkbox"/> Engineering			<input type="checkbox"/> Survival		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Insight			<input type="checkbox"/> Survival			<input type="checkbox"/> History			<input type="checkbox"/> Intimidation		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Intimidation			<input type="checkbox"/> Intimidation			<input type="checkbox"/> Insight			<input type="checkbox"/> Investigation		
Specialty			Specialty			Specialty			Specialty		
<input type="checkbox"/> Investigation			<input type="checkbox"/> Investigation			<input type="checkbox"/> Intimidation			<input type="checkbox"/> Investigation		
Specialty			Specialty			Specialty			Specialty		

Tool Proficiencies

[illegible]

Attacks & Spellcasting

[illegible]



Languages & Other Proficiencies

Character Name

Features & Traits

[illegible]

Combat Maneuvers

Maneuvers Known: _____

Traditions Known: _____

Maneuver Save DC

8 + PROFICIENCY + STR/DEX BONUS

Exertion Points

2 x PROFICIENCY BONUS

Maneuver

Exertion Cost

Activation

pg #

[illegible]

Exploration Knacks

[illegible]



Age

Height

Weight

Eyes

Skin

Hair

Character Name

Character Appearance

Followers & Strongholds

Name: _____

Name: _____

Type: _____

Type: _____

Ability: _____

Ability: _____

Name: _____

Name: _____

Type: _____

Type: _____

Ability: _____

Ability: _____

Character Backstory

Allies & Organizations

Equipment

Wt.

Item

Properties

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Bulky Items

Maximum Bulky Items

_____	_____
_____	_____
_____	_____
_____	_____

Treasure

C.P.

S.P.

E.P.

G.P.

P.P.



Spellcasting Ability _____

SORCERER/WARLOCK

Spell Points

[illegible]