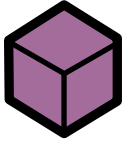


DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED

0

TRAINED

2 + level

EXPERT

4 + level

CHARACTER NAME

A ANCESTRY

HERITAGE

ANCESTRY ABILITY

B BACKGROUND

BACKGROUND ABILITY

D ATTRIBUTE MODIFIERS

STRENGTH STR
DEXTERITY DEX
CONSTITUTION CON
INTELLIGENCE INT
WISDOM WIS
CHARISMA CHA

E HIT POINTS

MAXIMUM CURRENT
Dying
Wounded
F SPEED FEET
STRIDE (move)
Move up to your Speed

G SKILLS

ACROBATICS = + -
DEX PROF ARMOR
ARCANA = +
INT PROF
ATHLETICS = + -
STR PROF ARMOR
CRAFTING = +
INT PROF
DECEPTION = +
CHA PROF
DIPLOMACY = +
CHA PROF
INTIMIDATION = +
CHA PROF
LORE = +
INT PROF
MEDICINE = +
WIS PROF
NATURE = +
WIS PROF
OCCULTISM = +
INT PROF
PERFORMANCE = +
CHA PROF
RELIGION = +
WIS PROF
SOCIETY = +
INT PROF
STEALTH = + -
DEX PROF ARMOR
SURVIVAL = +
WIS PROF
THIEVERY = + -
DEX PROF ARMOR

SKILL NOTES

PRONOUNS

PLAYER NAME

L LEVEL

XP

C CLASS

CLASS ABILITIES
(LEVEL 1)

(LEVEL 2)

(LEVEL 3)

H PERCEPTION

= +
WIS PROF SENSES AND NOTES

I SAVING THROWS

FORTITUDE = +
CON PROF NOTES
REFLEX = +
DEX PROF
WILL = +
WIS PROF

J DEFENSES

Armor Class AC
Shield Hardness
Armor Proficiencies Unarmored Light Medium Heavy
HP
Max HP - BT /
10 + + +
Base Dex* Prof Item
* Use armor's Dex cap if lower

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES Simple Martial Fist
Other Weapon Proficiencies

MELEE WEAPON

= +
ATTACK STR/DEX PROF
DAMAGE + BLUDGEONING PIERCING
DIE STR SLASHING

TRAITS

MELEE WEAPON

= +
ATTACK STR/DEX PROF
DAMAGE + BLUDGEONING PIERCING
DIE STR SLASHING

TRAITS

RANGED WEAPON

= +
ATTACK DEX PROF
DAMAGE + PIERCING
DIE STR (thrown) RANGE INC. RELOAD

TRAITS

AMMO

M N Equipment and Spells on Reverse Side

