

CHARACTER NAME

ANCESTRY

BACKGROUND

CLASS

LEVEL

ALIGNMENT

DIETY

EXPERIENCE POINTS

PLAYER NAME

STRENGTH

HERO POINTS

CLASS DC (10 + Lvl + Key)

DEXTERITY

Fortitude (Con)

Reflex (Dex)

Will (Wis)

TOTAL

ITEM

Acrobatics (Dex)

Arcana (Int)

Athletics (Str)

Crafting (Int)

Deception (Cha)

Diplomacy (Cha)

Intimidation (Cha)

Lore (Int)

Lore (Int)

Medicine (Wis)

Nature (Wis)

Occultism (Int)

Performance (Cha)

Religion (Wis)

Society (Int)

Stealth (Dex)

Survival (Wis)

Thievery (Dex)

SKILLS

Proficiency type

PERCEPTION (Wis)

SENSES

Simple (Weapon)

Martial (Weapon)

Other

Light (Armor)

Medium (Armor)

Heavy (Armor)

Shields (Armor)

PROFICIENCIES

LANGUAGES

ARMOR  
10+Dex or  
Dex Cap

TEMP HP

SPEED

Hit Point Maximum

CURRENT HIT POINTS

SHIELD

TRAITS

ACTIONS & ACTIVITIES

TRIGGER

TRAITS

REACTIONS & FREE ACTIONS

NAME

TYPE

ABILITY

DAMAGE

NOTE

ATTACKS

COINS

CP

SP

GP

PP

EQUIPMENT

NOTES



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

MAGIC ITEMS

CHARACTER BACKSTORY

NAME

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SYMBOL

CLASS FEATS & FEATURES

ANCESTRY FEATS

SKILL FEATS

GENERAL FEATS

BONUS FEATS

