

CHARACTER NAME

PLAYER NAME

CAMPAIGN

RACE

ORIGIN

CLASS

RANK

HD
D

STR

-5

DEX

-5

CON

-5

INT

-5

WIS

-5

CHA

-5

SKILLS

☐ -5

ACROBATICS (DEX)

☐ -5

ANIMAL HANDLING (WIS)

☐ -5

ATHLETICS (STR)

☐ -5

CULTURE (WIS)

☐ -5

DECEPTION (CHA)

☐ -5

ENGINEERING (INT)

☐ -5

INSIGHT (WIS)

☐ -5

INTIMIDATION (CHA)

☐ -5

INVESTIGATION (INT)

☐ -5

MEDICINE (WIS)

☐ -5

NATURE (INT)

☐ -5

PERCEPTION (WIS)

☐ -5

PERFORMANCE (CHA)

☐ -5

PERSUASION (CHA)

☐ -5

PILOT (DEX)

☐ -5

SCIENCE (INT)

☐ -5

SLEIGHT OF HAND (DEX)

☐ -5

STEALTH (DEX)

☐ -5

SURVIVAL (WIS)

HIT POINTS

DETERMINATION

PROF BONUS

+

INITIATIVE

-5

MOXIE

-5

ARMOR CLASS

SPEED

DEATH SAVES

SUCCESSES

FAILURES

SAVES

☐ -5

STRENGTH

☐ -5

DEXTERITY

☐ -5

CONSTITUTION

☐ -5

INTELLIGENCE

☐ -5

WISDOM

☐ -5

CHARISMA

CONDITION

☒

NORMAL

☐

DISADVANTAGE ON ABILITY CHECKS

☐

SPEED HALVED

☐

DISADVANTAGE ON ATTACK ROLLS AND SAVING THROWS

☐

HIT POINTS MAXIMUM HALVED

☐

SPEED REDUCED TO 0

☐

DEATH

AMMO WEAPON 1

0

AMMO WEAPON 2

0

AMMO WEAPON 3

0

AMMO WEAPON 4

0

ATTACK NAME	TO HIT	DAMAGE	RANGE	RELOAD	SPECIAL

RACIAL ABILITIES

FEATS

CLASS ABILITIES

EQUIPMENT

PROFICIENCIES

NOTES