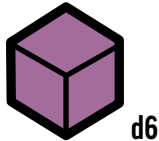


DICE



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 ABILITY MODIFIERS

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

E HIT POINTS

MAXIMUM CURRENT

NOTES

F SPEED

STRIDE \rightarrow (move)
Move up to your Speed

G SKILLS

ACROBATICS = + $\frac{D}{E}$ - ARMOR
DEX PROF
ARCANA = + $\frac{D}{E}$
INT PROF
ATHLETICS = + $\frac{D}{E}$ - ARMOR
STR PROF
CRAFTING = + $\frac{D}{E}$
INT PROF
DECEPTION = + $\frac{D}{E}$
CHA PROF
DIPLOMACY = + $\frac{D}{E}$
CHA PROF
INTIMIDATION = + $\frac{D}{E}$
CHA PROF
LORE = + $\frac{D}{E}$
INT PROF
MEDICINE = + $\frac{D}{E}$
WIS PROF
NATURE = + $\frac{D}{E}$
WIS PROF
OCCULTISM = + $\frac{D}{E}$
INT PROF
PERFORMANCE = + $\frac{D}{E}$
CHA PROF
RELIGION = + $\frac{D}{E}$
WIS PROF
SOCIETY = + $\frac{D}{E}$
INT PROF
STEALTH = + $\frac{D}{E}$ - ARMOR
DEX PROF
SURVIVAL = + $\frac{D}{E}$
WIS PROF
THIEVERY = + $\frac{D}{E}$ - ARMOR
DEX PROF

SKILL NOTES

PRONOUNS

ALIGNMENT

L LEVEL

PLAYER NAME

XP

C CLASS

CLASS ABILITIES
(LEVEL 1)

(LEVEL 2)

(LEVEL 3)

H PERCEPTION

$\frac{D}{E}$ = WIS + PROF $\frac{D}{E}$ SENSES AND NOTES

I SAVING THROWS

FORTITUDE = + $\frac{D}{E}$ CON PROF
REFLEX = + $\frac{D}{E}$ DEX PROF
WILL = + $\frac{D}{E}$ WIS PROF

J DEFENSES

ARMOR Unarmored Defense $\frac{D}{E}$ Light $\frac{D}{E}$
PROFICIENCIES Medium $\frac{D}{E}$ Heavy $\frac{D}{E}$
AC = 10 + DEX or DEX CAP + PROF + ITEM + OTHER
NOTES

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES Simple $\frac{D}{E}$ Martial $\frac{D}{E}$ Fist $\frac{D}{E}$
Other Weapon Proficiencies $\frac{D}{E}$

MELEE WEAPON $\frac{D}{E}$ = + $\frac{D}{E}$ DEX/STR PROF
DAMAGE + $\frac{D}{E}$ BLUDGEONING $\frac{D}{E}$ PIERCING $\frac{D}{E}$ SLASHING $\frac{D}{E}$
TRAITS

MELEE WEAPON $\frac{D}{E}$ = + $\frac{D}{E}$ DEX PROF
DAMAGE + $\frac{D}{E}$ BLUDGEONING $\frac{D}{E}$ PIERCING $\frac{D}{E}$ SLASHING $\frac{D}{E}$
TRAITS

RANGED WEAPON $\frac{D}{E}$ = + $\frac{D}{E}$ DEX PROF
DAMAGE + PIERCING $\frac{D}{E}$ FEET RANGE INC. RELOAD
TRAITS AMMO

M N Equipment and Spells on Reverse Side





M EQUIPMENT





MONEY	CP	SP	GP
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ITEMS

[illegible]

N SPELLCASTING

SPELL ATTACK ROLL  =  +  

SPELL DC  = 10 +  +  

CANTRIPS

5 PREPARED
PER DAY

PREP	PREP
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1ST-LEVEL SPELLS

☐ PREPARED
PER DAY

PREP

2ND-LEVEL SPELLS

☐ PREPARED
PER DAY

PREP

P ADVENTURE LOG

[illegible]

Q NOTES

[illegible]

SPELLBOOK

[illegible]

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED

0

TRAINED

2 + level

EXPERT

4 + level