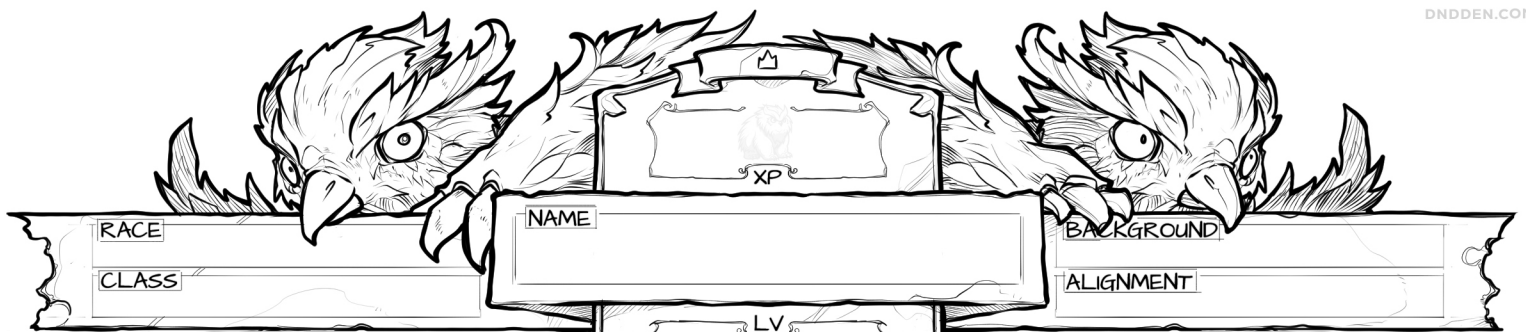




RACE NAME BACKGROUND

CLASS ALIGNMENT

XP

LV

PW INS PB

STR DEX CON INT WIS CHA

SAVING THROWS

☐ STRENGTH
☐ DEXTERITY
☐ CONSTITUTION
☐ INTELLIGENCE
☐ WISDOM
☐ CHARISMA

SKILLS

☐ ACROBATICS (DEX)
☐ ANIMAL HANDLING (WIS)
☐ ARCANA (INT)
☐ ATHLETICS (STR)
☐ DECEPTION (CHA)
☐ HISTORY (INT)
☐ INSIGHT (WIS)
☐ INTIMIDATION (CHA)
☐ INVESTIGATION (INT)
☐ MEDICINE (WIS)
☐ NATURE (INT)
☐ PERCEPTION (WIS)
☐ PERFORMANCE (CHA)
☐ PERSUASION (CHA)
☐ RELIGION (INT)
☐ SLEIGHT OF HAND (DEX)
☐ STEALTH (DEX)
☐ SURVIVAL (WIS)

OAC IN SP

MAX HP CURR. HP TEMP. HP

CONDITIONS

HIT DICE

DEATH SAVES
☒ ☐ ☐ ☐
☒ ☐ ☐ ☐

ATTACKS & SPELLCASTING

NAME	ATK+	DMG

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

OTHER PROFICIENCIES & LANGUAGES

INVENTORY

CP SP EP GP PP

FEATURES & TRAITS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TREASURES

CHARACTER BACKSTORY

SPELLCASTING CLASS

SC ABILITY

SPELL SAVE DC

SPELL ATK+

0

CANTRIPS

3

6

1

4

7

2

5

8

9