

CHARACTER NAME

STRENGTH



DEXTERITY



CONSTITUTION



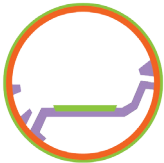
INTELLIGENCE



WISDOM



CHARISMA



SKILLS

- ☐ Acrobatics (Dex)
- ☐ Ancient Tech (Int)
- ☐ Animal Handling (Wis)
- ☐ Athletics (Str)
- ☐ Conspiracy (Int)
- ☐ Deception (Cha)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Science (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

PROFICIENCY BONUS

PASSIVE PERCEPTION

PASSIVE INSIGHT

SAVING THROWS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

NOTES

OTHER PROFICIENCIES AND CLASS FEATURES

BIO

CLASS AND LEVEL

EXPERIENCE POINTS

ARMOR CLASS

INITIATIVE

SPEED

HIT DICE

Current Hit Points

HIT POINTS
MAX

WEAPONS

Weapon

To Hit

Damage and Type

Weapon Notes

GEAR

BIO TRAITS AND MUTATIONS