



CHARACTER NAME

CLASS	RACE
PRIMARY	GENDER
SECONDARY	
PROFESSION	DEITY

LEVEL

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY

BONUS

WALKING

SPEED

INITIATIVE

**SAVING THROWS**

\_\_\_ Strength

\_\_\_ Dexterity

\_\_\_ Constitution

\_\_\_ Intelligence

\_\_\_ Wisdom

\_\_\_ Charisma

MAX HP	TEMP HP
HP	
PASSIVE PERCEPTION	

HIT DICE	AC	FAILURE
CONDITIONS & EFFECTS		SUCCESS
DEATH SAVES		

**FAVORS**

**ODR** (Inspiration)

**HEPPENA** (Luck)

**BELZUN** (Hero)

**SKILLS**

\_\_\_ Athletics (STR)

\_\_\_ Acrobatics (DEX)

\_\_\_ Stealth (DEX)

\_\_\_ Survival (WIS)

\_\_\_ Perception (WIS)

\_\_\_ Insight (WIS)

\_\_\_ Investigation (INT)

\_\_\_ Nature (INT)

\_\_\_ Persuasion (CHA)

\_\_\_ Intimidation (CHA)

\_\_\_ Arcana (INT)

\_\_\_ Animal Handling (WIS)

\_\_\_ History (INT)

\_\_\_ Medicine (WIS)

\_\_\_ Religion (INT)

\_\_\_ Slight of Hand (DEX)

\_\_\_ Performance (CHA)

\_\_\_ Deception (CHA)

WAGE DICE

CURRENCY

ARMOR & WEAPONS

TOOLS

LANGUAGES

PROFICIENCIES & LANGUAGE

**QUICK REFERENCE**

ATTACK / SPELL	TO HIT / SAVE	DAMAGE	NOTES
COMBAT			
FEATURES & ABILITIES			
EQUIPMENT			







