Character Name:	:			Player Name:		
Class:			Level:		Sex:	
Race:			Alignment:		Age:	
Background:			Size:		Height:	
Place of Origin:					Weight:	
General Appearance:					Hair:	
					Eyes:	
Max Hit Points	Current Hit Poin	-	y Hit Points Hit Hit Dice Used:	Dice Suc	cesses Failures Death Saves	
STR	Inspirat	ion:		Arme	our Class:	
DEX	Proficie	Proficiency Bonus:			Initiative:	
CON	Saving	Saving Throws:			Speed:	
INT		Strength Intelligence				
wis		Dexterity	Wisdom	Experien	ce Points:	
CHA		Constitution				
Languages:						
Skills:				Passiv	ve Wisdom (Perception):	
Acrobatics (Dex)			Medicine (Wis)			
Animal Handling (Wis)			Nature (Int)			
Arcana (Int)			Perception (Wis)	Perception (Wis) Wealth:		
Athlet	tics (Str)		Performance (Cl	ha)	CP Other:	
Decep	otion (Cha)		Persuasion (Cha	a)	SP	
History (Int)			Religion (Int)		EP	
Insight (Wis)		Sleight of Hand	(Dex)	GP		
Intimidation (Cha)		Stealth (Dex)		PP		
Investigation (Cha) Survival (Wis)						
			ATTACKS			
Name	ATK Bonus	Damage/Type	Pro	perties		
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PROFICIENCIES						
Proficiencies.						
Tool Proficiencies.						
EQUIPMENT	WT.	EQUIPMENT	WT.			
		Total Weight Car	ried:			
Unencumbered: Str x 5 =	П	Encumbered: Str x 10 =				
Heavily Encumbered: Str x 15 =	Spe	ed: -10 ft. Encumbered, -20 ft. Heav				

FEATURES & TRAITS

PERSONALITY TRAITS	IDEALS				
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DOUDO	EI AWO				
BONDS	FLAWS				
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BACKGROUND NOTES					
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