

NAME

ANCESTRY

CLASS / LEVEL

CULTURE

BACKGROUND

DEATH SAVE

HIT DICE

HIT POINTS

TEMP HP

ARMOR CLASS

INITIATIVE

SPEED

STRENGTH

SAVING THROWS

CONSTITUTION

SAVING THROWS

DEXTERITY

SAVING THROWS
ACROBATICS
SLIGHT OF HAND
STEALTH

INTELLIGENCE

SAVING THROWS
HISTORY
INVESTIGATION
MYSTICISM
SCIENCE
TECHNOLOGY

WISDOM

SAVING THROWS
ANIMAL HANDLING
INSIGHT
PERCEPTION
SURVIVAL

CHARISMA

SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

POWER NAME / LEVEL / CASTING TIME / RANGE / DURATION / DAMAGE

PROFICIENCY
BONUS

FEATURES / TRAITS

EQUIPMENT / RESOURCES

CORNERSTONE

VULNERABILITY

CONNECTIONS

TENSIONS

INSPIRATION

TEAM MORALE