Level Up ADVANCED 5TH EDITION		Class, Level & Archetype		Experience Points
		Heritage	Culture	Background
Charact	er Name			
Ability Scores Strength Prof	Proficiency Bonus Initiative Ability or Skill Check	Destiny Source of Inspiration: Inspiration Feature: Fulfillment Feature:		
Dexterity	Size	Skills		
SAVE	Armor Class Speed	Passive Pass Insig	Perception Expertise	Passive Expertis
	Current Hit Points	☐ Acrobatics		=
○ Constitution ○		☐ Animal Handling		
		☐ Arcana	□ Perceptio	on
□ Prof	Hit Dice Maximum	☐ Athletics	,	ance
Intelligence	Hit Points Total	☐ Culture		on
(SAVE)	Temporary Hit Points	□ Deception		
□ Prof		☐ Engineering	Ü	f Hand
- W' 1				
○ Wisdom ○	Death Saves Successes □ □ □			
	Failures 🗆 🗆		Survival	
□ Prof	Fatigue	☐ Intimidation		
○ Charisma ○		☐ Investigation		
SAVE	Supply	Tool Proficiencies		
Prof	Max Carried			
		cks & Spellcastin		
Name		nage/Type Range	Notes	
			_	
			_	



	Languages & Other Proficiencies		
Character Name			
Features & Traits			
Combat Maneuvers # Maneuvers Known:	Maneuver Save DC 8+PROFICIENCY+STR/DEX BONUS	Exertion Points 2 × PROFICIENCY BONUS	
Traditions Known:			
Maneuver	Exertion Cost	Activation pg #	
Exploration Knacks			
Exploration Triacks			

S Level Up ADVANCED 5 TH EDITION	Age	Height	Weight		
	Eyes	Skin	Hair		
Character Name					
Character Appearance	Name: _ Type: _ Ability: _ - Name: _ Type: _		Name: Type: Ability:		
Character Backstory	Allies &	& Organizations			
Г		Treası			
Equipment Wt. Item Pro	Maximum Bulky Iten	C.P.			



Spellcasting Class

Spellcasting

