

\_\_\_\_\_

\_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

CHARACTER NAME

HERITAGE CLASS & LEVEL ARCHETYPE

**AGE** \_\_\_\_\_

**HEIGHT** \_\_\_\_\_

**WEIGHT** \_\_\_\_\_

**SIZE** \_\_\_\_\_

**CULTURE** \_\_\_\_\_

**PRESTIGE** \_\_\_\_\_

**CHARACTER PORTRAIT**

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\_\_\_\_\_

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\_\_\_\_\_

**Armor Class**

\_\_\_\_\_

PROTECTIVE MEASURES

**STR**

|       |          |
|-------|----------|
| SCORE | MODIFIER |
| _____ | _____    |

SAVE

**DEX**

|       |          |
|-------|----------|
| SCORE | MODIFIER |
| _____ | _____    |

SAVE

**CON**

|       |          |
|-------|----------|
| SCORE | MODIFIER |
| _____ | _____    |

SAVE

**INT**

|       |          |
|-------|----------|
| SCORE | MODIFIER |
| _____ | _____    |

SAVE

**WIS**

|       |          |
|-------|----------|
| SCORE | MODIFIER |
| _____ | _____    |

SAVE

**CHA**

|       |          |
|-------|----------|
| SCORE | MODIFIER |
| _____ | _____    |

SAVE

**PROFICIENCIES & LANGUAGES**

**Proficiency Bonus** \_\_\_\_\_ **Maneuver DC** \_\_\_\_\_

**Saving Throws** \_\_\_\_\_

**Skills** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Passive Perception** \_\_\_\_\_ **Passive Insight** \_\_\_\_\_

**Armor** \_\_\_\_\_

**Weapons** \_\_\_\_\_

\_\_\_\_\_

**Tools** \_\_\_\_\_

**Senses** \_\_\_\_\_

**Languages** \_\_\_\_\_

**EXPERIENCE**

Current XP: \_\_\_\_\_ Required for next level: \_\_\_\_\_

Hit Points

Hit Dice

Speed

**BACKGROUND:**

**Connection**

**Memento**

**Feature:**

**DESTINY:**

**Source of Inspiration**

**Fulfillment Feature**

**Inspiration Feature**

**CURRENT HIT POINTS**

|                 |                           |
|-----------------|---------------------------|
|                 |                           |
| <b>Hit Dice</b> | <b>Maximum Hit Points</b> |
| Total _____     |                           |

**INITIATIVE**

Ability or Skill Check

**RESISTANCES & IMMUNITIES**

\_\_\_\_\_

**TREASURE**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**C.P.** \_\_\_\_\_

**S.P.** \_\_\_\_\_

**E.P.** \_\_\_\_\_

**G.P.** \_\_\_\_\_

**P.P.** \_\_\_\_\_

**TEMPORARY HIT POINTS**

\_\_\_\_\_

**SUPPLY**

Max Carried

**DEATH SAVES**

Successes     
Failures

**Fatigue**  
         
**Strife**



**EXPLORATION**

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**SOCIAL**

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**OTHER FEATURES**

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**EQUIPMENT & SPECIAL ITEMS**

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Weight

Weight