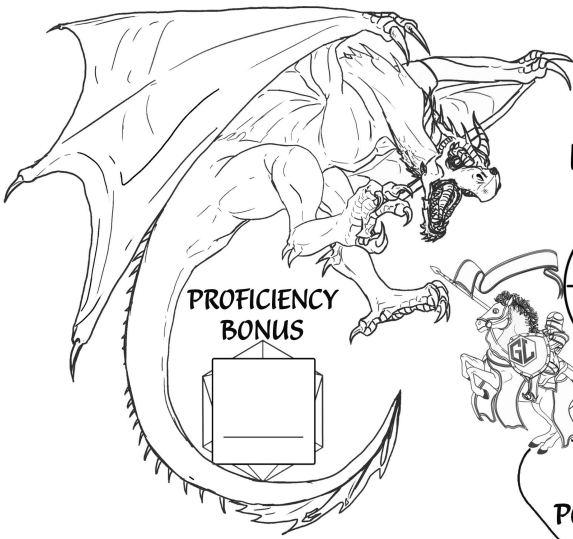
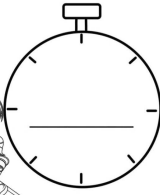


CHARACTER RECORD SHEET



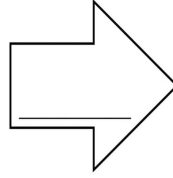
INITIATIVE



ARMOR CLASS



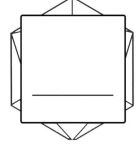
SPEED



SAVING THROWS

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

PASSIVE PERCEPTION



HIT POINTS



MAX CURRENT TEMP

--	--	--

Hit Dice _____

Current _____

Character Name _____

Player Name _____

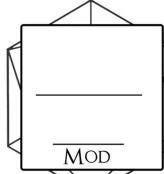
Class/Level _____

Race _____

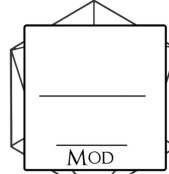
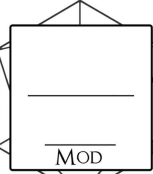
Background _____

Alignment/Experience Points _____

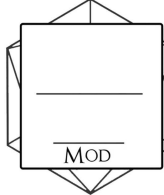
STRENGTH



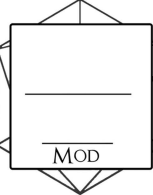
DEXTERITY CONSTITUTION



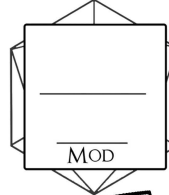
INTELLIGENCE



WISDOM



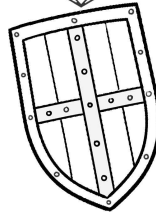
CHARISMA



SKILLS

- _____ ACROBATICS (Dex)
- _____ ANIMAL HANDLING (Wis)
- _____ ARCANA (Int)
- _____ ATHLETICS (Str)
- _____ DECEPTION (Cha)
- _____ HISTORY (Int)
- _____ INSIGHT (Wis)
- _____ INTIMIDATION (Cha)
- _____ INVESTIGATION (Int)
- _____ MEDICINE (Wis)
- _____ NATURE (Int)
- _____ PERCEPTION (Wis)
- _____ PERFORMANCE (Cha)
- _____ PERSUASION (Cha)
- _____ RELIGION (Int)
- _____ SLEIGHT OF HAND (Dex)
- _____ STEALTH (Dex)
- _____ SURVIVAL (Wis)

PROFICIENCIES



ATTACKS				
NAME	HIT	DAM	TYPE	RANGE

IDEALS

BONDS

FLAWS

TRAITS, FEATS AND FEATURES



INVENTORY AND GEAR

WEALTH

