

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

AC

INITIATIVE

SPEED

HIT POINT Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

SPELLS KNOWN

MECHANICAL SERVANT

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

ARTIFICER

ARTIFICER SPECIALIST

ARCANE MAGAZINE

THUNDER CANNON

MAGIC ITEM ANALYSIS

WONDROUS INVENTION

THUNDER MONGER

INFUSE MAGIC

SUPERIOR ATTUNEMENT

BLAST WAVE

PIERCING ROUND

EXPLOSIVE ROUND

SOUL OF ARTIFICE

LEVEL 1

LEVEL 1

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4


LEVEL 5

LEVEL 9

LEVEL 14

LEVEL 17

LEVEL 20



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE