

CHARACTER NAME

HERITAGE CLASS & LEVEL ARCHETYPE

AGE

HEIGHT

WEIGHT

SIZE

CULTURE

PRESTIGE

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

## CHARACTER PORTRAIT

## 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**

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

**TEMPORARY HIT POINTS**

**SUPPLY**

Max Carried

**DEATH SAVES**

Successes

Failures

**Fatigue**

**Strife**

**C.R.** \_\_\_\_\_



## 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