yer Character R Player:	ecora		Race	ARACTER NAME	Class	Fighter
Campaign:	Character Creation	Date:	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:			Base Speed	1	djusted Initiative Modifier
Ability	Ability Saving	ARMOR	HIT POINT			De
STR Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
DEX -			HIT DICE			
CON		\ /	total	Available H	it Dice	Death Saves
INT		$\vee$	d	Add CON modifer	to each HD.	Pass
wis		\dv:				Exhaustion  Level Effect
CHA —		)isad:				☐1 DA on ability checks
		<b></b>		TO TO	XX	☐ 2 Speed halved ☐ 3 DA on attacks and sav ☐ 4 HP maximum halved
Wis _	Passive Percep			PL S		☐ 5 Speed reduced to 0 ☐ 6 Death
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS		CIENCI	SAVES:
DAMAGE DICE [	+	DAMAGE	<b>Dex</b> □	Acrobatic	S ×2 ½	
	++=[		Wis	Animal Hr	-	
аммо □□			Int	Arcana 🗵 Athletics		TOOLS:
WEAPON	REACH	or RANGE DAMAGE		Deception		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History ×2		WEAPONS:
十  DAMAGE DICE [	+  +  =  ]↓ ↓ MISC.	DAMAGE	Wis   Cha	Insight 🗵 Intimidati		
	++=[		Int	Investigat		
аммо □□	<u></u>		Wis	Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature 🗵		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha □	Perceptio Performa		
DAMAGE DICE [	$\square$ + $\square$ + $\square$ = $\square$	DAMAGE	Cha□	Persuasio		OTHER:
	+=[		Int	Religion E		
аммо □□	<u> </u>		Dex D	Sleight of Stealth ×2		2
WEAPON	REACH	or RANGE DAMAGE	Wis	Survival 🗵		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	,[∟			
DAMAGE DICE [	+	DAMAGE				
	++=[					
аммо □□	<u></u>		_			
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	, <b> </b>			
DAMAGE DICE [	+	DAMAGE	<u> </u>			
	++=[		]			
	00000000000					

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ARMOR	DEX +	ASS (AC) Calcula MAGIC MIS	SC. AC		****	#
	DEX A	ARMOR MAGIC MIS	SC. AC	CHARACTER NA		
	RMOR +	++		Age	Gender	╡
Weight □ OM	EDIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	<b>-</b>
<u> Он</u>	EAVY ARMOR	++	SC. +AC	Skin	Handedness	⊒.
Weight □ Osi	HIELD (add to AC)	SHIELD MAGIC MIS		Physical Description		7
rotective l	tems		AC Weight			
		B	Ollus			
						CHARACTER SKETCH
ther Equi	nment			Languages		
ITEM	WT.	ITEM	WT.			
II EIGH		11.541		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =	. I VIIVICIICIES		
	X =		X =	Racial Lang's		
	× _273	79	X =	Background	d	
THE Y	X	III A	X =			
		PAT MARCH 1	Ĥ	Proficiencies		
	X   X =		X =			
	X =	-017	X =	Equipment		
	X =		X =			
A STATE OF THE STA	Χ =		X =	Bkgnd Lang's		
	X =		X =	Personality	<i>y</i>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =	-		
	X =	Coin Purse				
	1.			Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws		
reasure CF	SP	EPGP	PP			
				Factoria		
				Feature		
				Magic Item:		Attuned
tania Itana.			Attun	ed Magic Item:		Attuned
agic Item:						

Ellen	kground or Not			#
3 4 4 4		CHARACTE	R NAME	

	Level:	Can och	CHARACTER NAME	Archetype:	
	Second Wind  Total HP Used Reset Short or Long Rest	Total User	Reset  Long Rest	Action Surficted Used	Reset Short or Long Rest
	Fighting	Style Ad	dditional Fighting St	yle (Champion)	
		BATTLE MAS	STER		
	3			Service Control of the Control of th	
	Maneuver Save DC O O 8 + OR OEX	Superiority I		dent of War an's Tool Proficiency	
	P.B. STR DEX	Maneuvers			
Commar Disarmin Distractir		laneuvering Attack 🔘 Pre		oste	ck
Distractii		oficiency Bonus, STR = Strength M			
		DRITCH KN	-		
	3				
0 11 0	See Small Attack	04	Spells	Spell Slots an	d Castings
Spell S 8++ P.B. INT	ave DC   Spell Attack   Modifier	Cantrips Known	Known		3rd
8++_	Modifier    +   -       P.B.   INT MISC.  LEGEND: INT = Intelligence Mo	Known  differ, P.B. = Proficiency Bonus, M	Known	1st     2nd	3rd   4th
8++_	Modifier	Mnown  odifier, P.B. = Proficiency Bonus, M	Known	1st     2nd	3rd   4th
8++_	Modifier    +   -	Mnown  odifier, P.B. = Proficiency Bonus, M	Known  SC. = Miscellaniuos or Mag  Veapon 2:	1st     2nd	3rd
8++_	Modifier  P.B. INT MISC.  LEGEND: INT = Intelligence Mc  Weapon Bond  Weapon 1:	Known  odifier, P.B. = Proficiency Bonus, M	Known  SC. = Miscellaniuos or Mac  Veapon 2:	1st 2nd 2nd 3 gical Modifier	3rd     4th
8+ + INT	Modifier	Known  Indiffer, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parpell List (Eldritch Knights  trips	Known  SC. = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player's use Wizard Spells in	1st 2nd 2nd 3 gical Modifier  gical Modifier  s Handbook nitially.)	
8+  +	Modifier	Known  Indiffer, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parpell List (Eldritch Knights  trips	Known  SC. = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player's use Wizard Spells in	1st 2nd 2nd 3 gical Modifier	Pag
8+ H H INT	Modifier	Known  Dedifier, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parell List (Eldritch Knights  trips  ip	Known  SC = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player use Wizard Spells i	1st 2nd 2nd 3 gical Modifier  gical Modifier  s Handbook nitially.)	Pag
8+ H H INT	Modifier	Known  Dedifier, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parell List (Eldritch Knights  trips  ip	Known  SC. = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player's use Wizard Spells in	1st 2nd 2nd 3 gical Modifier  gical Modifier  s Handbook nitially.)	
8+ H H INT	Modifier	Known  Dedifier, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parell List (Eldritch Knights  trips  ip	Known  SC = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player use Wizard Spells i	1st 2nd 2nd 3 gical Modifier  gical Modifier  s Handbook nitially.)	Pag
8+ H H INT	Modifier	Known  Dedifier, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parell List (Eldritch Knights  trips  ip	Known  SC = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player use Wizard Spells i	1st 2nd 2nd 3 gical Modifier  gical Modifier  s Handbook nitially.)	Pag
8+ H H INT	Modifier	Known  Dedifier, P.B. = Proficiency Bonus, M  V  SPELI  after a long rest. See parell List (Eldritch Knights  trips  ip	Known  SC = Miscellaniuos or Mac  Veapon 2:  ge 210 in the Player use Wizard Spells i	1st 2nd 2nd 3 gical Modifier  gical Modifier  s Handbook nitially.)	Pag