

**Character Name:** \_\_\_\_\_

**Character Race/Archetype/Class Description:**

**Proficiency:** (Mark “+” sign next to traits below)

**Deficiency:** (Mark “-” sign next to traits below)

**Strength:** \_\_\_\_\_

- Athletics Check
- Melee Attack
- Strength Saving Throws

**Dexterity:** \_\_\_\_\_

- Turn Order in Battle (Initiative Check)
- Acrobatics Check
- Sleight of Hand Check
- Piloting (Land, Sea, Air, Mech)
- Lock Picking
- Stealth Check
- Hide Check
- Ranged Attack
- Dexterity Saving Throws

**Constitution:** \_\_\_\_\_

- Constitution Saving Throws

**Intelligence:** \_\_\_\_\_

- Arcana Check
- History Check
- Streetwise
- Investigation Check
- Computer Use
- Nature Check
- Religion Check
- Intelligence Saving Throws

**Wisdom:** \_\_\_\_\_

- Animal Handling Check
- Insight Check
- Medicine Check
- Perception Check
- Survival Check
- Magic Spell Attack
- Casting Magic Spells (Non-attack)
- Wisdom Saving Throws

**Charisma:** \_\_\_\_\_

- Deception Check
- Intimidation Check
- Performance Check
- Persuasion Check
- Charisma Saving Throws



**(STR) Melee Weapons:**

**(DEX) Ranged Weapons:**

**Armor Class:** \_\_\_\_\_

**Hit Points (Optional):** \_\_\_\_\_

**Character Special Abilities:**

**Items:**

**Background:**