AFTER

Character Name

Class & Level | Race & Notable Characteristics

Background(s) | Player Name

GDD Proficiency Bonus

Luck Inspiration

Defense | Initiative | Speed(s)

CP: Other:
SP:
GTP:

Core Health: | Grit (HP):

Damage | Damage

Class Specific Points

Hit Dice Total:
Hit Dice Used:

Death Saves:
Successes:
Failures:

Conditions

Personality

Ideals

Bonds

Flaws

Strength
O_Saving Throw
O_Athletics

Dexterity
O_Saving Throw
O_Acrobatics
O_Nimble Fingers
O_Stealth

Constitution
O_Saving Throw

Intelligence
O_Saving Throw
O_Arcana
O_History
O_Investigation
O_Nature
O_Religion
O_Technology

Wisdom
O_Saving Throw
O_Animal Handling
O_Insight
O_Medicine
O_Perception
O_Survival

Charisma
O_Saving Throw
O_Deception
O_Intimidation
O_Performance
O_Persuasion

Passive Perception

Tech Lore Experience 0 1 2 3 4 5 -Special-

Proficiencies

Weapon	Size	Quality	Hit
Location	Weight	Abil Req	Dmg
Notes			

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Location	Weight	Abil Req	Dmg
Notes			

Protection	Max Dex	Quality	DC
Location	Weight	Abil Req	DR
Notes		Vulnerable / DR	

Protection	Max Dex	Quality	DC
Location	Weight	Abil Req	DR
Notes		Vulnerable / DR	

Item/Location	Bonus	Quality/Notes

Gear

Description & Features