

# 5th Evolution

Character Name

Archetype

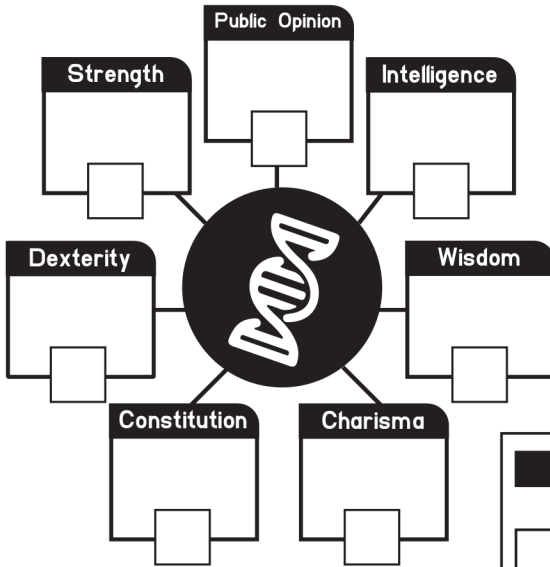
Alignment

Race

Player Name

Background

Experience Points



**Hit Points**

|           |           |
|-----------|-----------|
| Maximum   | Temporary |
| Remaining |           |

Armor Class

**Saving Throws**

Public Opinion

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

**Skills**

- Acrobatics (Dex)
- Advanced Tech (Int)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Mathematics (Int)
- Medicine (Wis)
- Nature (Int)
- Parapsychology (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)
- Passive Perception

**Attacks**

| Name | Attack Bonus | Damage/Type |
|------|--------------|-------------|
|      |              |             |
|      |              |             |
|      |              |             |
|      |              |             |
|      |              |             |
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|      |              |             |
|      |              |             |
|      |              |             |
|      |              |             |

Notes

Hit Dice

Initiative

Speed

**Features**

**Equipment**

Resources

**Proficiencies**

Weapons

Armor

Tools

Languages

**Death Saves**

Successes

Failures

