

## String

CHARACTER NAME

Class and Level(Custom Types)

String

String

CLASS & LEVEL

BACKGROUND

PLAYER NAME

String

String

i128

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

u8

u8

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

u8

INSPIRATION

u8

PROFICIENCY BONUS

☒ u8 Strength

☐ \_\_\_ Dexterity

☐ \_\_\_ Constitution

☐ \_\_\_ Intelligence

☐ \_\_\_ Wisdom

☐ \_\_\_ Charisma

SAVING THROWS

☒ u8 Acrobatics (Dex)

☐ \_\_\_ Animal Handling (Wis)

☐ \_\_\_ Arcana (Int)

☐ \_\_\_ Athletics (Str)

☐ \_\_\_ Deception (Cha)

☐ \_\_\_ History (Int)

☐ \_\_\_ Insight (Wis)

☐ \_\_\_ Intimidation (Cha)

☐ \_\_\_ Investigation (Int)

☐ \_\_\_ Medicine (Wis)

☐ \_\_\_ Nature (Int)

☐ \_\_\_ Perception (Wis)

☐ \_\_\_ Performance (Cha)

☐ \_\_\_ Persuasion (Cha)

☐ \_\_\_ Religion (Int)

☐ \_\_\_ Sleight of Hand (Dex)

☐ \_\_\_ Stealth (Dex)

☐ \_\_\_ Survival (Wis)

SKILLS

i8

ARMOR CLASS

i32

INITIATIVE

i32

SPEED

Hit Point Maximum i32

i32

CURRENT HIT POINTS

i32

TEMPORARY HIT POINTS

Total i16

u8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Vec<String>

PERSONALITY TRAITS

Vec<String>

IDEALS

Vec<String>

BONDS

Vec<String>

FLAWS

Vec<String>

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

i8

PASSIVE WISDOM (PERCEPTION)

Vec<String>

OTHER PROFICIENCIES & LANGUAGES

CP

i32

SP

i32

EP

i32

GP

i32

PP

i32

Vec<String>

EQUIPMENT

FEATURES & TRAITS



## String

CHARACTER NAME

u32

AGE

String

EYES

u8

HEIGHT

String

SKIN

u8

WEIGHT

String

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

String

ADDITIONAL FEATURES & TRAITS

Vec<String>

CHARACTER BACKSTORY

TREASURE