

NAME

RACE

BACKGROUND

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CLASS

SUBCLASS

LVL

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CLASS

SUBCLASS

LVL

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CURRENT  
MILESTONES

REQUIRED  
MILESTONES

CHARACTER  
LEVEL

<u>STR</u>	<input type="checkbox"/> <input type="checkbox"/> ____ SAVE
	<input type="checkbox"/> <input type="checkbox"/> ____ ATHLETICS

DEX	<input type="checkbox"/> <input type="checkbox"/> ____ SAVE
	<input type="checkbox"/> <input type="checkbox"/> ____ ACROBATICS
	<input type="checkbox"/> <input type="checkbox"/> ____ SLEIGHT OF HAND
	<input type="checkbox"/> <input type="checkbox"/> ____ STEALTH

CON	<input type="checkbox"/> <input type="checkbox"/> ____ SAVE

INT	<input type="checkbox"/> <input type="checkbox"/> ____ SAVE
	<input type="checkbox"/> <input type="checkbox"/> ____ ARCANA
	<input type="checkbox"/> <input type="checkbox"/> ____ HISTORY
	<input type="checkbox"/> <input type="checkbox"/> ____ INVESTIGATION
	<input type="checkbox"/> <input type="checkbox"/> ____ NATURE
	<input type="checkbox"/> <input type="checkbox"/> ____ RELIGION

WIS	<input type="checkbox"/> <input type="checkbox"/> ____	SAVE
	<input type="checkbox"/> <input type="checkbox"/> ____	ANIMAL HANDLING
	<input type="checkbox"/> <input type="checkbox"/> ____	INSIGHT
	<input type="checkbox"/> <input type="checkbox"/> ____	MEDICINE
	<input type="checkbox"/> <input type="checkbox"/> ____	PERCEPTION
	<input type="checkbox"/> <input type="checkbox"/> ____	SURVIVAL

CHA	<input type="checkbox"/> <input type="checkbox"/> _____	SAVE
	<input type="checkbox"/> <input type="checkbox"/> _____	DECEPTION
	<input type="checkbox"/> <input type="checkbox"/> _____	INTIMIDATION
	<input type="checkbox"/> <input type="checkbox"/> _____	PERFORMANCE
	<input type="checkbox"/> <input type="checkbox"/> _____	PERSUSASION

<u>HIT POINTS</u>	<u>MAX</u>
	<u>TEMP</u>

DEATH SAVES	✓ ○○○	✗ ○○○
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HIT DIE	<u>DIE</u>	<u>USED</u>	<u>TOTAL</u>
	<u>DIE</u>	<u>USED</u>	<u>TOTAL</u>

SPEED	BASE	CLIMB	LONG JUMP	HIGH JUMP

INSPIRATION		PASSIVE PERCEPTION	
EXHAUSTION		PASSIVE INSIGHT	
PROFICIENCY BONUS		PASSIVE INVESTIGATION	

## RACIAL FEATURES

## SHORT REST BENEFITS

## LONG REST BENEFITS

<u>SENSES</u>
<u>RESISTANCES/IMMUNITIES</u>

TOOLS & OTHER

LANGUAGES

<b>ARMOR</b>	<u>UNARMORED</u>	<u>ARMORED</u>	<u>SHIELD</u>	<u>TEMP</u>

  

<u>SPELL HIT</u>	1	2	3	4	5	6	7	8	9
<u>SPELL DC</u>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/>								

  

<u>WEAPONS &amp; ARMOR</u>	
<input type="radio"/> LIGHT ARMOR <input type="radio"/> MEDIUM ARMOR <input type="radio"/> HEAVY ARMOR	<input type="radio"/> SIMPLE WEAPONS <input type="radio"/> MARTIAL WEAPONS <input type="radio"/> SHIELDS

ADDITIONAL RESOURCE TRACKERS					
INITIATIVE			<div>USED</div> <div>MAX</div>	<div>USED</div> <div>MAX</div>	<div>USED</div> <div>MAX</div>

ACTION ECONOMY		
<u>ACTION</u>	<u>BONUS</u>	<u>REACTION</u>

[illegible]

[illegible][illegible]

[illegible][illegible]

INVENTORY

INVENTORY NAME

CURRENT CAPACITY

MAX CAPACITY

POTIONS

NAME	QTY	WEIGHT

WALLET

	QTY	WEIGHT
COPPER		
SILVER		
GOLD		
ELECTRUM		
PLATINUM		

WEAPONS

NAME	RANGE	ATK BONUS	DAMAGE	TYPE	WEIGHT
NOTES					

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NOTES					

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NOTES					

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NOTES					

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TOOLS

NAME

DESCRIPTION

COMPONENTS

ACTIVITY

DC

SKILL

DESCRIPTION

NAME

DESCRIPTION

COMPONENTS

ACTIVITY

DC

SKILL

DESCRIPTION

TOOLS

NAME

DESCRIPTION

COMPONENTS

ACTIVITY

DC

SKILL

DESCRIPTION

NAME

DESCRIPTION

COMPONENTS

ACTIVITY

DC

SKILL

DESCRIPTION

QUESTLOG

QUESTNAME

LOCATION

OBJECTIVE

NPCS

NAME

LOCATION/OCCUPATION

NOTES

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LOCATION/OCCUPATION

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TASKS

NAME

DONE

Succeeded

Failed

REWARD

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NOTES

TASKS

NAME

DONE

Succeeded

Failed

REWARD



QUESTLOG

QUESTNAME	LOCATION	
OBJECTIVE	<div><input type="checkbox"/> Succeeded</div> <div><input type="checkbox"/> Failed</div>	REWARD
NPCS		
NOTES		

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