

NAME		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 25%;">Classes</th> <th style="width: 25%;">Specialization</th> <th style="width: 10%;">Level</th> <th style="width: 10%;">Hit Dice</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table>				Classes	Specialization	Level	Hit Dice													<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="height: 20px;">XP</td></tr> <tr> <td style="width: 50%;">Prof Bon</td> <td style="width: 50%;"> </td> </tr> <tr><td style="text-align: center;">NEXT LEVEL</td></tr> </table> </td> <td style="width: 50%;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="height: 20px;">HIT DIE BANK</td></tr> <tr><td style="text-align: center;">Inspiration</td></tr> </table> </td> </tr> <tr> <td> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Pass</td> <td style="width: 50%;"> </td> </tr> <tr> <td>Fail</td> <td> </td> </tr> </table> </td> <td> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">HP</td></tr> <tr><td style="text-align: center;">AC</td></tr> </table> </td> </tr> <tr> <td colspan="2"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">LUCK PTS</td> <td style="width: 50%;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> </tr> </table> </td> </tr> </table>		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="height: 20px;">XP</td></tr> <tr> <td style="width: 50%;">Prof Bon</td> <td style="width: 50%;"> </td> </tr> <tr><td style="text-align: center;">NEXT LEVEL</td></tr> </table>	XP	Prof Bon		NEXT LEVEL	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="height: 20px;">HIT DIE BANK</td></tr> <tr><td style="text-align: center;">Inspiration</td></tr> </table>	HIT DIE BANK	Inspiration	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Pass</td> <td style="width: 50%;"> </td> </tr> <tr> <td>Fail</td> <td> </td> </tr> </table>	Pass		Fail		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">HP</td></tr> <tr><td style="text-align: center;">AC</td></tr> </table>	HP	AC	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">LUCK PTS</td> <td style="width: 50%;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> </tr> </table>		LUCK PTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RACE SUBRACE		SEX AGE SIZE		HEIGHT WEIGHT		HAIR EYES		ALIGNMENT		SKIN COLOR		DISTINCTIVE FEATURES	
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Feats

Class and Vitals

Languages

Background

Ability Scores

	ABILITY			ABILITY	
	MOD			MOD	
	PROF			PROF	
	BONUS			BONUS	
STR	SAVE		CON	SAVE	

Athletics

Deception

Slight of Hand

Intimidation

Stealth

Performance

Persuasion

	ABILITY			ABILITY	
	MOD			MOD	
	PROF			PROF	
	BONUS			BONUS	
DEX	SAVE		CHA	SAVE	

Arcana

Animal Hand

History

Insight

Investigation

Medicine

Nature

Perception

Religion

Survival

Armor and Weapons

armor	wt.	resell	std AC cal	mag				

AC	10						
BASE	MOD						

Total wt.

strong hip	weapon	properties	damage type	std damage
	weight	resell	abil b	prof b



back	weapon	properties	damage type	std damage
	weight	resell	abil b	prof b

strong hip	weapon	properties	damage type	std damage
	weight	resell	abil b	prof b

back	weapon	properties	damage type	std damage
	weight	resell	abil b	prof b

Equipment

Backpack/Sack 30lbs max Pouch 6lbs max 50 coins = 1lb Full Quiver = 2lbs Full Case = 2.5 lbs

	
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Total wt front & back

P	item	qty	resell	wt.

PP	GP	EP	SP	CP	GEMS
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Spell Slots

1	2	3	4	5	6	7	8	9
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[illegible]

P	2nd
P	3rd
P	4th

P	5th
P	6th
P	7th
P	8th
P	9th

Actions

Spellcasting

[illegible][illegible][illegible]