



CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

STR	<input type="radio"/>	INT
DEX	<input type="radio"/>	WIS
CON	<input type="radio"/>	CHA
RESISTANCES		

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

- E
- F
- G
- H
- I
- J
- K
- L
- M
- N
- O
- P
- Q
- R
- S
- T
- U
- V
- W
- X
- Y
- Z

MAXIMUM HIT POINTS
PROFICIENCY BONUS
ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS	INITIATIVE
SUCCESSES 	LEVEL DIE USED
FAILURES 	ENCUMBERED
DEATH SAVES 	HIT DICE SPEED

FEATURE MAX RECOVER USED

LIMITED FEATURES

AC DESCRIPTION

Armor
Shield
Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
Magic
Misc
Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR
 Light Medium Heavy Shields
WEAPONS
 Simple Martial Other Weapons:
LANGUAGES TOOLS & OTHERS

PROFICIENCIES

ACTIONS BONUS ACTIONS REACTIONS

ACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

RACIAL TRAITS

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EQUIPMENT			

ADVENTURING GEAR	#	CP
		SP
		EP
		GP
		PP
WEIGHT CARRIED		
ENCUMBERED		
HEAVILY ENCUMBERED		
PUSH/DRAW/LIFT		
SUBTOTAL		

NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	
EXTRA EQUIPMENT			

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEMS



CHARACTER NAME

GENDER

AGE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

CHARACTER HISTORY

LIFESTYLE DAILY PRICE

ENEMIES



RACE SIZE HEIGHT WEIGHT
TYPE AGE GENDER ALIGNMENT

NAME

STRENGTH

<input checked="" type="radio"/>	STR	<input type="radio"/>	INT
<input type="radio"/>	DEX	<input type="radio"/>	WIS
<input type="radio"/>	CON	<input type="radio"/>	CHA

SAVING THROWS

ARMOR CLASS PROFICIENCY BONUS Temporary HP:
MAXIMUM HIT POINTS CURRENT HIT POINTS SUCCESSES
DEATH SAVES FAILURES

DEXTERITY

INITIATIVE SPEED
LEVEL USED DIE
HIT DICE ATTACKS PER ACTION

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES TRAITS

INTELLIGENCE

EYE
EAR
SMELL
TASTE
TOUCH
SKILLS

WISDOM

CHARISMA

NOTES

PASSIVE WISDOM (PERCEPTION)

SENSES

REMARKS



RACE SIZE HEIGHT WEIGHT
TYPE AGE GENDER ALIGNMENT

NAME

STRENGTH

<input checked="" type="radio"/>	STR	<input type="radio"/>	INT
<input type="radio"/>	DEX	<input type="radio"/>	WIS
<input type="radio"/>	CON	<input type="radio"/>	CHA

SAVING THROWS

ARMOR CLASS PROFICIENCY BONUS Temporary HP:
MAXIMUM HIT POINTS CURRENT HIT POINTS SUCCESSES
DEATH SAVES FAILURES

DEXTERITY

INITIATIVE SPEED
LEVEL USED DIE
HIT DICE ATTACKS PER ACTION

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES TRAITS

INTELLIGENCE

EYE
EAR
SMELL
TASTE
TOUCH
SKILLS

WISDOM

CHARISMA

NOTES

PASSIVE WISDOM (PERCEPTION)

SENSES

REMARKS

NAME	RACE	SIZE	HEIGHT	WEIGHT
	TYPE	AGE	GENDER	ALIGNMENT

STRENGTH	STR <input type="radio"/> INT <input type="radio"/> <input type="radio"/>	DEX <input type="radio"/> WIS <input type="radio"/> <input type="radio"/>	CON <input type="radio"/> CHA <input type="radio"/> <input type="radio"/>	SAVING THROWS	ARMOR CLASS	PROFICIENCY BONUS	Temporary HP: MAXIMUM HIT POINTS	CURRENT HIT POINTS	SUCCESES  FAILURES  DEATH SAVES
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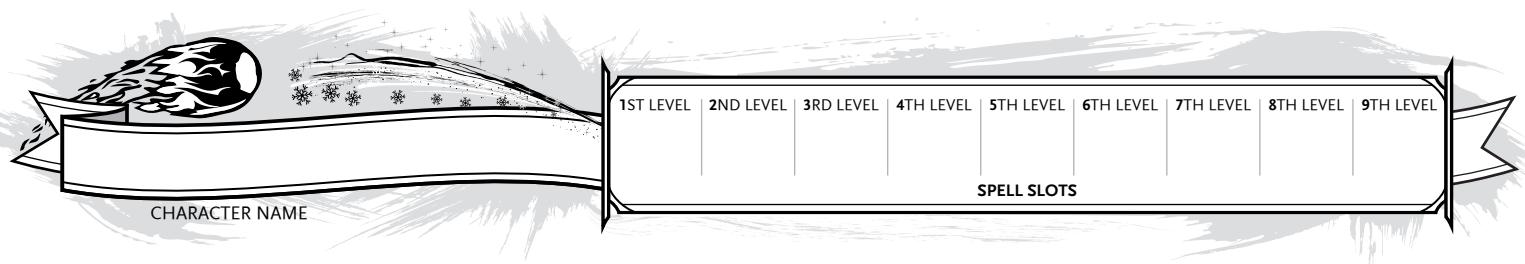
DEXTERITY	INITIATIVE	SPEED	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
CONSTITUTION	LEVEL USED	DIE HIT DICE	DESCRIPTION	ATTACKS			

INTELLIGENCE		FEATURES	TRAITS
WISDOM			
CHARISMA	SKILLS		

PASSIVE WISDOM (PERCEPTION)	SENSES	NOTES
REMARKS		

NOTES

NOTES



CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

SPELL SLOTS